The background of the cover features a view of Earth from space on the left, transitioning into a dark starry space on the right. A bright blue and white crystalline star-like symbol is centered in the upper half. The title "STAR OCEAN" is written in a large, white, serif font, with the "O" in "OCEAN" being particularly large and stylized. Below it, "Second Evolution" is written in a smaller, white, serif font. A trademark symbol (TM) is at the end of "Evolution".

STAR OCEAN®

Second Evolution™

COVERS PLAYSTATION® PORTABLE

BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T

Written by Dan Birlew and Michael Lummis

STAR OCEAN

Second Evolution™

002 CHAPTER 1: CHARACTERS

030 CHAPTER 2: GAME PLAY

044 CHAPTER 3: MAIN QUESTS

Milokeenia	48
Sacred Forest	49
Arlia	51
Krosse Continental Map	54
Salva	56
Salva Mines	58
Krosse City	62
Krosse Castle	64
Krosse Caves	66
Kurik	69
Marze	72
Forest of Symbols	74
Harley	78
Mountain Palace (Optional)	81
Lasgus Mountains (Optional)	88
Hilton	90
Continental Maps: Lacuer, Hilton Ruins, Ell	92
Lacuer City	94
Lacuer Castle	97
Linga	106
Sacred Grounds of Lingua	109
Hoffman Ruins	112
Lacuer Front Line Base	116
Eluria Settlement	120
Eluria Tower (Including The Calnus)	122
The Centropolis of Nede	126
Energy Nede	129
North City	130
Cave of Crimson Crystals	133
Shady Shop "For a Few Fol More"	136
Field of Wisdom	137
Field of Courage	143
Field of Might	140
Field of Love	145
Phynal Entrance	147
Armlock	148
Symbolical Weapons Laboratory	150
Minae Cave	152
Prince Brideg (Optional)	154
Fun City	156
L'Aqua	162
Phynal	164

174 CHAPTER 4: EXTRA QUESTS

200 CHAPTER 5: PRIVATE ACTIONS

226 CHAPTER 6: ITEM & EQUIPMENT LISTS

236 CHAPTER 7: SKILLS

258 CHAPTER 8: ENEMY DATA

CHARACTERS

PROLOGUE



Space, the realm of infinite possibility. It has long inspired the dreams of billions. These dreams, countless in number, spread infinitely throughout the universe...though some of these dreams are nightmares.

A race of sentient beings from Planet Lezonia, discovered in Sector Gamma, declared war on the Terran Alliance, igniting the flames of ferocious warfare across the galaxy.

S.D. 342. The battleship Calnus received a commendation for excellence in command for its victory in the battle against Lezonia.

S.D. 346. The captain of the Calnus and his second-in-command successfully contained a mysterious virus outbreak on the underdeveloped frontier planet Roak. They were also able to prevent the tyrannical Jie Reverse's diabolical plan to conquer Earth.

Thanks to his achievements, my father was promoted to admiral at the unprecedented young age of 38. I respected him more than anybody else in my life. I know that being a Federation officer is among the greatest accomplishments anyone can hope to achieve in this universe. But I am my own man. I'm no puppet; I'm not just the son of Admiral Ronyx J. Kenny, hero of the Pangalactic Federation. So what am I doing here, of all places?

S.D. 366. The gears of the universe continue to turn...

- Ensign Claude C. Kenny

Special Arts/Spells Key

The following terms, which appear in each character's section, break down each special art and spell.

ABBREV	WHAT IT MEANS
MP Cost	The amount of MP subtracted from the character's total for each use. This amount is required to use the special art.
Attribute	Details whether the special art or spell functions as recovery or support rather than attack and whether the attack has any elemental properties (such as Earth, Water, Fire, Wind, Light, or Dark).
Damage	Percentage of character's ATK used in special art damage calculation. Number of times the target is hit during a single attack.
Learn	How the character learns the special art or spell, either by knowing it inherently, achieving a level, obtaining an item, or completing a Private Action (PA).
Rank Up	When a special art is used a certain number of times, there is a chance that the ability will increase in power.
Changes	When a special art increases in rank, changes occur. The damage may increase, the number of hits per attack may increase, or some other benefit may occur.
Base	The static amount of damage or recovery sustained by using the special art spell. This amount changes in some situations depending on whether the attack is performed at short or long range.
Effect	Description of the special art or spell.



CLAUDE C. KENNY

RACE Human

GENDER Male

AGE 19

BIRTHDATE 23

FAVORITE FOOD Steak

The hero of our tale.

Claude is the son of the famous Admiral Ronyx J. Kenny (a playable character from STAR OCEAN: First Departure). Although Claude certainly has the ability and talent to be an officer, he still lives in the shadow of his father. Generally a nice guy, Claude is passionate about what he thinks is right.

PARAMETERS		
ITEM	STARTING	GAIN
LV	1	NA
HP	130	NA
MP	20	NA
STR	10	3-6
CON	5	2-4
DEX	10	2-3
AGL	10	NA
INT	10	1-2
LUC	132	NA
STM	15	0-1
GUTS	20	0-1
SP	0	NA

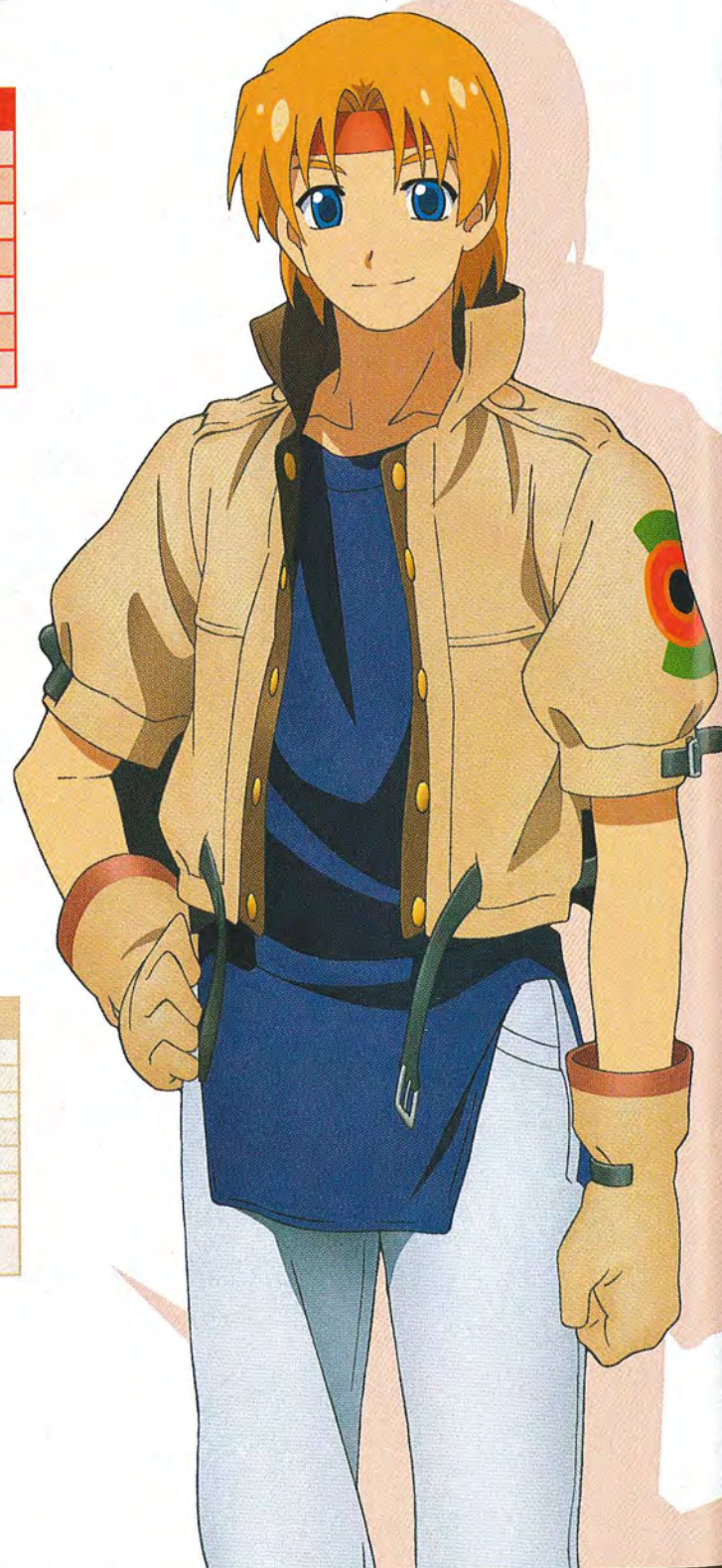
EQUIPMENT	
Weapon	None
Armor	None
Shield	None
Helmet	None
Greaves	None
Accessory 1	None
Accessory 2	None

KNOWN SKILLS

Technology Lv0,
Aesthetic Design Lv0

Claude's Special Arts

PHASE GUN	
MP Cost	0
Attribute	None
Damage	None/Single target
Learn	Item: Obtain from Ronyx
Rank Up	NA
Changes	NA
Base	Short: 512, Long: 576
Effect	Fire rays from a small phase gun issued by the Pangalactic Federation that destroy a target at its molecular level.



AIR SLASH / SHOCKWAVE SWIRL

MP Cost	4
Attribute	None
Damage	Short: 50%/1 hit, Long: 100%/1 hit
Learn	Lv3
Rank Up	200+ uses, 1 increase
Changes	Damage + 50%
Base	Short: 128, Long: None
Effect	Deliver a shockwave.

METEOR PALM / PALM OF DESTRUCTION

MP Cost	7
Attribute	None
Damage	Short: 50%/1 hit, Long: 100%/1 hit
Learn	Lv7
Rank Up	120 uses, 3 increases
Changes	Damage + 12.5%
Base	Short: 80, Long: 384
Effect	Fire off a burst of inner energy.

HELMETBREAK

MP Cost	9
Attribute	None
Damage	150%/1 hit
Learn	Lv13
Rank Up	130 uses, 2 increases
Changes	Damage + 50%
Base	None
Effect	Jump into the air and deliver a crushing blow to the enemy's head.

This is an extremely effective way for Claude to move within melee range of his enemies. It also helps him pin down flying targets. This is one of his most powerful abilities.

SWORD OF LIFE

MP Cost	11
Attribute	Recovery
Damage	Recover 20% HP
Learn	Lv20
Rank Up	100 uses, 2 increases
Changes	Recovery + 20%
Base	NA
Effect	Restore HP by controlling the flow of energy within the body.

If this ability is assigned to Claude, he'll be able to heal himself even when you control other characters.

KNUCKLE BURST

MP Cost	12
Attribute	Fire
Damage	Short: 150%/1 hit, Long: 100%/1 hit
Learn	Lv28
Rank Up	100 uses, 1 increase
Changes	Damage + 50%
Base	Short: 96, Long: 448
Effect	Focus energy into the fist to produce a burst of fire.

ROCK EXPLOSION

MP Cost	17
Attribute	Earth
Damage	100%/3 hits
Learn	Lv38
Rank Up	90 uses, 3 increases
Changes	Extended range
Base	Short: 384, Long: 512
Effect	Punch the ground to cause sharp rock formations to jut out and pierce enemies.

Rock Explosion becomes a very good ability in the late game. Claude does extensive damage to large groups once Rock Explosion is ranked up properly.

DOUBLE SLASH

MP Cost	15
Attribute	None
Damage	100%/2 hits
Learn	Lv45
Rank Up	160 uses, 1 increases
Changes	Standard Hit x2
Base	Short: 128, Long: 192
Effect	Deliver two attacks in rapid succession.

DRAGON ROAR

MP Cost	28
Attribute	None
Damage	50%/3 hits
Learn	Lv53
Rank Up	250 uses, 2 increases
Changes	Standard Hit
Base	Short: 384, Long: 640
Effect	Deliver a burst of inner energy in the shape of a dragon.

SWORD BOMBER

MP Cost	32
Attribute	Fire
Damage	100%/4 hits
Learn	Lv62
Rank Up	140 uses, 3 increases
Changes	Standard Hit + 2 more
Base	768
Effect	Focus energy into the sword to shoot out several blasts of scorching fire.

MIRROR BLADE

MP Cost	38
Attribute	None
Damage	100%/4 hits
Learn	Lv70
Rank Up	230 uses, 2 increases
Changes	Standard Hit + 3 more/Standard Hit +2 more
Base	48
Effect	Deliver a succession of blows in a beautifully choreographed sequence.

RENA LANFORD

RACE	Expelian (?)
GENDER	Female
AGE	18
BIRTHDATE	May 13
FAVORITE FOOD	Shortcake

The heroine of our tale.

Rena, a bright and positive young girl, is rather mature for her age. She has mysterious healing abilities that no one else on Planet Expel possesses. Underneath her cheerful exterior is a longing to discover who she actually is, as she learns that her parents are not her biological ones.

PARAMETERS		
ITEM	STARTING	GAIN
LV	1	NA
HP	100	NA
MP	40	NA
STR	15	3-6
CON	2	2-4
DEX	10	2-3
AGL	8	NA
INT	15	1-2
LUC	130	NA
STM	10	0-1
GUTS	30	0-1
SP	0	NA

EQUIPMENT	
Weapon	Brass Knuckles
Armor	Robe
Shield	None
Helmet	None
Greaves	None
Accessory 1	None
Accessory 2	None

KNOWN SKILLS

Knife Lv1,
Recipe Lv4,
Keen Eye Lv1

Rena's Spells

HEAL

MP Cost	3
Attribute	Recovery
Base	100
Learn	Inherent
Effect	Slightly restores HP for a single party member.

ANTIDOTE

MP Cost	5
Attribute	Recovery
Base	None
Learn	Lv3
Effect	Cures poison for a single party member.

CRUSH

MP Cost	7
Attribute	Earth
Base	50
Learn	Lv5
Effect	A huge weight is conjured, hitting a single enemy.

DEEP MIST

MP Cost	11
Attribute	Support
Base	Hit Rate down
Learn	Lv8
Effect	A deep mist is summoned, lowering the Hit Rate of all enemies on-screen.

CURE LIGHT

MP Cost	11
Attribute	Recovery
Base	800
Learn	Lv10
Effect	Restores HP for a single party member.

SILENCE

MP Cost	14
Attribute	Support
Base	Inflict Silence
Learn	Lv12
Effect	Halts the flow of air and prevents spell casting for all enemies on-screen.

LASER BEAMS

MP Cost	10
Attribute	Light
Base	80
Learn	Lv14
Effect	Rays of light flood the area, hitting all enemies on-screen.

FIX CLOUD

MP Cost	12
Attribute	Support
Base	Inflict Daze
Learn	Lv18
Effect	A shockwave passes through, dazing all enemies on-screen.

CURE ALL

MP Cost	18
Attribute	Recovery
Base	1200
Learn	Lv20
Effect	Restores HP for all party members.

DELAY

MP Cost	18
Attribute	Support
Base	Slows enemy
Learn	Lv22
Effect	Impedes the flow of time to decrease the movement rate of a single enemy.

CONDITION CURE

MP Cost	24
Attribute	Recovery
Base	Remove status
Learn	Lv25
Effect	Cancels all status ailments and spell effects on a single party member.

GRAVITY CRUSH

MP Cost	24
Attribute	Earth
Base	550
Learn	Lv28
Effect	Many huge weights are conjured, hitting all enemies in the area.

LIGHT CROSS

MP Cost	18
Attribute	Light
Base	250
Learn	Lv30
Effect	Crosses of light are conjured, hitting all enemies on-screen.

GUARD

MP Cost	18
Attribute	Support
Base	Raises DEF
Learn	Lv33
Effect	Conjures a shroud of protection to increase the defense of a single party member.

TRACTOR BEAM

MP Cost	22
Attribute	Earth
Base	600
Learn	Lv36
Effect	Gravity is reversed for all enemies in the area. Does not affect flying enemies.

HASTE

MP Cost	20
Attribute	Support
Base	Increases speed
Learn	Lv42
Effect	Conjures a shroud of time to increase the movement rate of a single party member.

POWER UP

MP Cost	22
Attribute	Support
Base	ATK up
Learn	Lv47
Effect	Conjures a shroud of strength to increase the attack power of a single party member.

This is one of Rena's better support spells. Have her cast it on strong melee characters at the beginning of boss battles.

FAERIE HEALING

MP Cost	30
Attribute	Recovery
Base	2800
Learn	Lv52
Effect	Restores a significant amount of HP for a single party member.

REFLECTION

MP Cost	40
Attribute	Support
Base	Spell damage down
Learn	Lv54
Effect	A symbology force field forms, increasing spell resistance for all party members.

RAISE DEAD

MP Cost	45
Attribute	Recovery
Base	Restore normal status, 50% HP
Learn	Lv60
Effect	Resuscitates a single party member.

STAR FLARE

MP Cost	26
Attribute	Light
Base	1300
Learn	Lv63
Effect	Clusters of burning light crash, hitting all enemies on-screen.

FAERIE LIGHT

MP Cost	40
Attribute	Recovery
Base	2200
Learn	Lv65
Effect	Restores a significant amount of HP for all party members.

This is Rena's late-game healing spell, and it gets heavy use in all of the boss fights. Cast it frequently to keep your party topped off on health.

ANGEL FEATHER

MP Cost	30
Attribute	Support
Base	ATK, DEF, HIT, AVD up
Learn	Lv72
Effect	Conjures an angelic shroud to raise all attributes of a single party member.

This support spell should be used in between heals during late-game boss fights. Don't rush to get it cast on all members. Have healing as your primary goal and cast Angel Feather on your three other members when conditions allow.

CELINE JULES

RACE	Expelian
GENDER	Female
AGE	23
BIRTHDATE	September 18
FAVORITE FOOD	Rabbit Risotto

Celine is a treasure hunter and symbologist from the village of Marze on Expel. Her interests include wealth and fashion, although her taste leaves a bit to be desired. Not well suited for melee combat, Celine uses destructive symbology instead to keep her safe from monsters while hunting for treasure.

PARAMETERS		
ITEM	STARTING	GAIN
LV	8	NA
HP	400	NA
MP	100	NA
STR	35	1-2
CON	8	0-2
DEX	12	1-2
AGL	6	NA
INT	27	1-3
LUC	154	NA
STM	14	0
GUTS	45	0
SP	0	NA

EQUIPMENT	
Weapon	Rod
Armor	Robe
Shield	None
Helmet	None
Greaves	Pin Heels
Accessory 1	Ruby Earring
Accessory 2	Prism Ring

KNOWN SKILLS

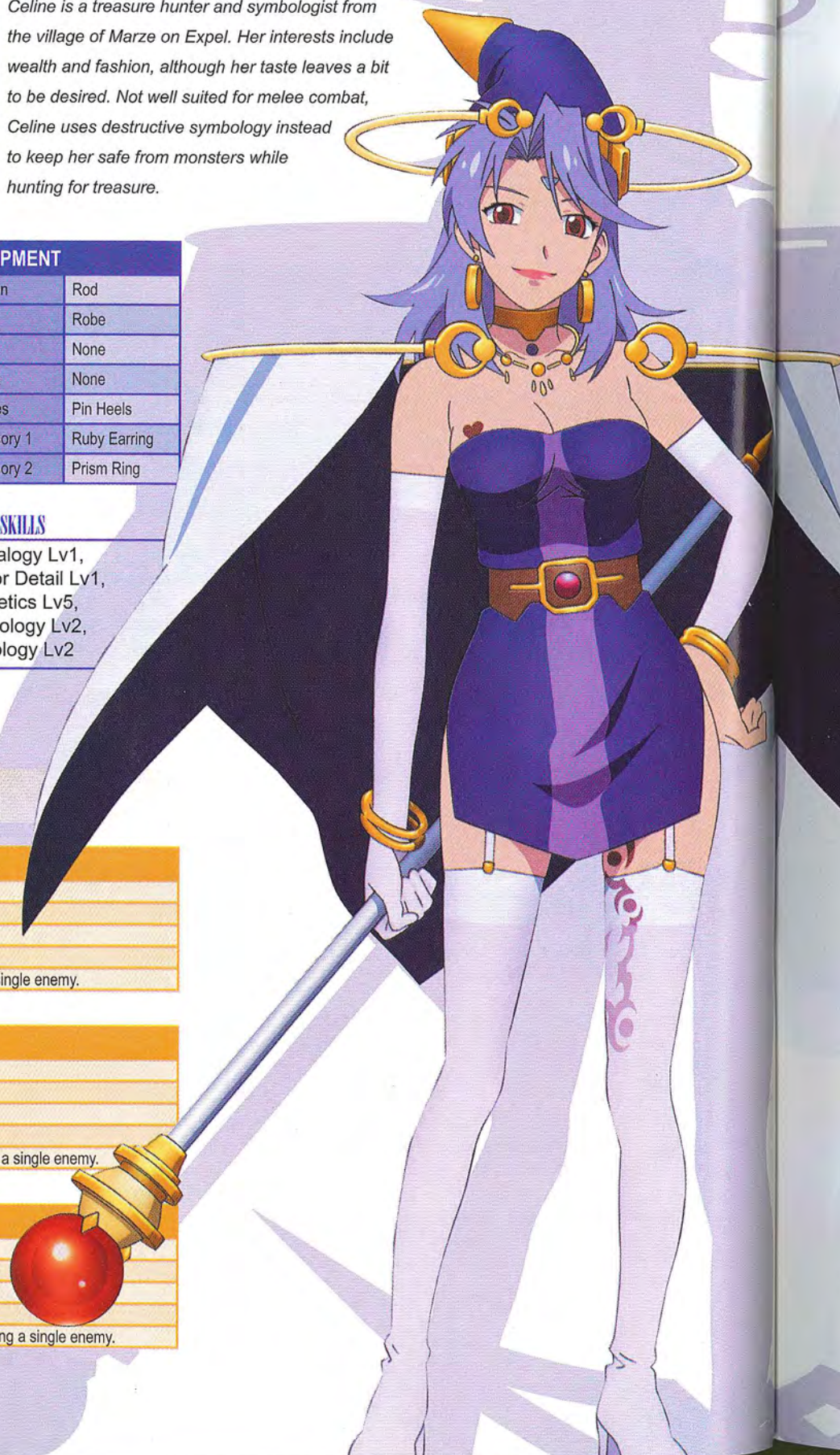
Mineralogy Lv1,
Eye for Detail Lv1,
Aesthetics Lv5,
Technology Lv2,
Faeriology Lv2

Celine's Spells

FIRE BOLT	
MP Cost	2
Attribute	Fire
Base	15
Learn	Inherent
Effect	A sphere of fire is launched, hitting a single enemy.

THUNDER BOLT	
MP Cost	4
Attribute	Wind
Base	35
Learn	Inherent
Effect	Lightning crashes from the sky, hitting a single enemy.

WIND BLADE	
MP Cost	2
Attribute	Wind
Base	25
Learn	Inherent
Effect	A turbulent tornado is summoned, hitting a single enemy.



LASER BEAMS	
MP Cost	10
Attribute	Light
Base	80
Learn	Lv9
Effect	Rays of light flood the area, hitting all enemies on-screen.

ENERGY ARROW	
MP Cost	17
Attribute	None
Base	440
Learn	Lv12
Effect	An arrow imbued with energy is conjured and launched at a single enemy.

STAR LIGHT	
MP Cost	10
Attribute	Light
Base	130
Learn	Lv17
Effect	Light pours down from the stars, hitting all enemies on-screen.

MENTAL DRAIN	
MP Cost	1
Attribute	Support
Base	50
Learn	Lv22
Effect	The MP of an enemy is sucked out and absorbed by the spellcaster.

NEUTRALIZE	
MP Cost	17
Attribute	Recovery
Base	Cancels Power Up or Reflection
Learn	Lv27
Effect	Cancels all spell effects on a single party member.

BLESS	
MP Cost	18
Attribute	Support
Base	HIT up
Learn	Lv28
Effect	Conjures a shroud of light to raise the hit accuracy of a single party member.

THUNDER STORM	
MP Cost	28
Attribute	Wind
Base	700
Learn	Lv31
Effect	Lightning dances across the sky, hitting all enemies on-screen.

ERUPTION	
MP Cost	30
Attribute	Fire
Base	800
Learn	Lv34
Effect	Hot magma erupts from the ground, hitting all enemies in the area.

CURSE	
MP Cost	20
Attribute	Support
Base	Cancels Power Up, Guard, and Reflection
Learn	Lv39
Effect	Cancels all spell effects on a single enemy.

LUNAR LIGHT	
MP Cost	38
Attribute	Light
Base	1600
Learn	Lv43
Effect	Moonlight pours from above, hitting all enemies on-screen.

SOUTHERN CROSS	
MP Cost	42
Attribute	Light
Base	1800
Learn	Lv49
Effect	The Southern Cross shines down, hitting all enemies on-screen.

THUNDER CLOUD	
MP Cost	40
Attribute	Wind
Base	1200
Learn	Lv55
Effect	Bolts of lightning rain down, hitting all enemies on-screen.

REFLECTION	
MP Cost	40
Attribute	Support
Base	Spell damage down
Learn	Lv59
Effect	A symbology force field forms, increasing spell resistance for all party members.

EXPLODE	
MP Cost	54
Attribute	Fire
Base	2400
Learn	Lv66
Effect	A deadly explosion is triggered, hitting all enemies on-screen.

ANGEL FEATHER	
MP Cost	30
Attribute	Support
Base	ATK, DEF, HIT, AVD up
Learn	Lv76
Effect	Conjures an angelic shroud to raise all attributes of a single party member.

METEOR SWARM	
MP Cost	82
Attribute	Light
Base	3500
Learn	Item: Found at Maze of Tribulations, Moment of Courage
Effect	Giant meteors hurtle down, hitting all enemies on-screen.

DIAS FLAC

RACE	Expelian
GENDER	Male
AGE	25
BIRTHDATE	August 5
FAVORITE FOOD	Chicken Shish Kebab

Born in Arlia, Dias is Rena's childhood friend. They have a brother-sister relationship. When he was a child, a traumatic event became his motivation to train to become a warrior and his swordsmanship is now renowned throughout Expel. He tends to distance himself from others, giving him the air of a cool, lone-wolf warrior.

PARAMETERS

ITEM	STARTING	GAIN
LV	35	NA
HP	2500	NA
MP	250	NA
STR	175	3-6
CON	70	1-3
DEX	120	3-4
AGL	20	NA
INT	64	1-3
LUC	96	NA
STM	45	0-1
GUTS	50	0-1
SP	200	NA

EQUIPMENT

Weapon	Flame Sword
Armor	Brigandine
Shield	Fine Shield
Helmet	Plate Helmet
Greaves	Silver Greaves
Accessory 1	Mind Ring
Accessory 2	None

KNOWN SKILLS

No Known Skills



Dias's Special Arts

AIR SLASH

MP Cost	4
Attribute	None
Damage	Short: 50%/2 hits, Long: 100%/1 hit
Learn	Inherent
Rank Up	100+ uses, 1 increase
Changes	Extra hit, Damage + 50%
Base	Short: 128, Long: None
Effect	Deliver a shockwave.

Air Slash is a good standoff move. Like most of Dias's repertoire, it doesn't do much damage over time—compared to Claude's maneuvers. What it does allow is for Dias to hold enemies off while soloing them. The Air Slash pushes them back and he can simply recast it as soon as the first one hits.

CHAOS SWORD

MP Cost	5
Attribute	None
Damage	100%/1 hit
Learn	Inherent
Rank Up	120+ uses, 1 increase
Changes	Extra hit, Damage + 100%
Base	Short: 96, Long: 576
Effect	Strike at the enemy with a sword filled with the miasma of powerful demons.

CRESCENT CROSS

MP Cost	8
Attribute	None
Damage	100%/2 hits
Learn	Inherent
Rank Up	120+ uses, 1 increase
Changes	Damage + 50%
Base	192
Effect	Jump into the air and deliver a vertical and horizontal slash.

PALE MOONLIGHT

MP Cost	10
Attribute	None
Damage	150%/1 hit
Learn	Inherent
Rank Up	130+ uses, 1 increase
Changes	Damage + 50%
Base	128
Effect	Deliver a powerful shockwave that extends all the way to the sky.

GALE THRUST

MP Cost	10
Attribute	None
Damage	200%/1 hit
Learn	Lv40
Rank Up	130+ uses, 1 increase
Changes	Damage + 50%
Base	576
Effect	Charge at the enemy at wind-like speeds and deliver a powerful thrust.

MOONLIGHT ARC

MP Cost	13
Attribute	None
Damage	100%/1 hit
Learn	Lv48
Rank Up	100+ uses, 1 increase
Changes	Damage + 100%
Base	Short: 512, Long: 576
Effect	Deliver a crescent-shaped shockwave.

PHOENIX DRIVE

MP Cost	16
Attribute	Fire
Damage	100%/2 hits
Learn	Lv56
Rank Up	100+ uses, 1 increase
Changes	Damage + 50%
Base	Short: 128, Long: 768
Effect	Fire off a burst of inner energy in the form of a flock of phoenixes.

FULL MOON SLASH

MP Cost	25
Attribute	None
Damage	100%/1 hit
Learn	Lv63
Rank Up	100+ uses, 1 increase
Changes	Extra hit, enemies trapped longer
Base	Short: 512, Long: 768
Effect	Draw a circle with the tip of the sword and trap enemies in a ring of destruction.

DEADLY ILLUSION

MP Cost	21
Attribute	None
Damage	100%/2 hits
Learn	Lv70
Rank Up	210+ uses, 2 increase
Changes	Extra hit
Base	32
Effect	Deliver a rapid succession of blows in a beautifully choreographed sequence.

PHOENIX BLAST

MP Cost	30
Attribute	Fire
Damage	100%/2 hits
Learn	Lv78
Rank Up	100+ uses, 1 increase
Changes	Extra hit
Base	576
Effect	Intensify the inner energy throughout the body and fire it at enemies in the form of a swooping phoenix.

ASHTON ANCHORS

TRACE	Expelian
GENDER	Male
AGE	21
BIRTHDATE	September 28
FAVORITE FOOD	Hamburg Steak

An honest, modest, and timid swordsman, Ashton has lived a generally unlucky life. He is a bit of a goof, but always lovable. His personality always places him squarely in the "friend zone" with respect to relationships with women. He also has an odd obsession with barrels and jugs.

An incident caused a two-headed dragon to merge with his body. The two heads communicate via growls and hisses, which Ashton can understand and translate for the others.

PARAMETERS		
ITEM	STARTING	GAIN
LV	17	NA
HP	1000	NA
MP	120	NA
STR	83	3-6
CON	32	1-3
DEX	50	2-3
AGL	5	NA
INT	25	1-2
LUC	18	NA
STM	18	0-1
GUTS	32	0-1
SP	100	NA

EQUIPMENT	
Weapon	Twin Swords
Armor	Ring Mail
Shield	None
Helmet	Open Helmet
Greaves	Boots
Accessory 1	None
Accessory 2	None

KNOWN SKILLS

No Known Skills

Creepy

So called for its huge staring eyes, Creepy can breathe fire.

Weepy

Named for its moist-looking eyes, Weepy can breathe water-based breath.



Ashton's Special Arts

TWIN THRUST

MP Cost	4
Attribute	None
Damage	100%/2 hits
Learn	Inherent
Rank Up	100+ uses, 2 increases
Changes	Damage + 50%
Base	Short: 64, Long: 400
Effect	Deliver two deadly blows in succession.

This is a solid ability to raise in Ashton's early levels. When it maxes out you get an attack that does fair damage and hits enough times to pin down enemies.

CROSS SLASH

MP Cost	8
Attribute	None
Damage	100%/2 hits
Learn	Inherent
Rank Up	100+ uses, 1 increase
Changes	Damage + 50%
Base	Short: 96, Long: 512
Effect	Deliver a vertical slash followed by a horizontal slash.

VANISHING SWORDS

MP Cost	19
Attribute	None
Damage	100%/2 hits
Learn	Inherent
Rank Up	200+ uses, 1 increase
Changes	Extra hit
Base	Short: 200, Long: None
Effect	Hide under a camouflage of leaves and emerge suddenly to decimate the enemy.

NORTHERN CROSS

MP Cost	9
Attribute	Water
Damage	100%/3 hits
Learn	Inherent
Rank Up	100+ uses, 2 increases
Changes	Damage + 50% (on 3rd hit)
Base	Short: 200, Long: 768
Effect	Produce a giant cluster of ice to strike at enemies.

PIERCING BLADES

MP Cost	12
Attribute	None
Damage	75%/2 hits
Learn	Lv22
Rank Up	64+ uses, 3 increases
Changes	2 Extra hits/1 Extra hit/1 Extra hit
Base	Short: 200, Long: 576
Effect	Rapidly hurl both swords like throwing knives.

HURRICANE SLASH

MP Cost	16
Attribute	None
Damage	100% (3rd hit 50%)/3 hits
Learn	Lv45
Rank Up	100+ uses, 2 increases
Changes	Damage + 50%
Base	Short: 96, Long: 512
Effect	Rapidly spin around and use the momentum to lift the enemy into the air.

DEADLY TRIANGLE

MP Cost	19
Attribute	None
Damage	300%/1 hit
Learn	Lv53
Rank Up	None
Changes	None
Base	NA
Effect	Surround the enemy with two doppelgangers and trap it within a triangle of inner energy.

DRAGON BREATH

MP Cost	28
Attribute	Water, Fire
Damage	50%/9 hits
Learn	Lv64
Rank Up	140+ uses, 1 increase
Changes	Extra 9 hits
Base	Short: 300, Long: 576
Effect	Creepy and Weepy expand in size and breathe fire.

SWORD DANCE

MP Cost	32
Attribute	None
Damage	50% (occasionally 100%)/6 hits
Learn	Lv70
Rank Up	200+ uses, 2 increases
Changes	3 Extra hits
Base	48
Effect	Deliver a rapid succession of blows in a beautifully choreographed sequence.

TRI-ACE

MP Cost	45
Attribute	None
Damage	150%/1 hit
Learn	Item: Found at Maze of Tribulations, Moment of Courage
Rank Up	140+ uses, 1 increase
Changes	Damage + 50%
Base	NA (9999 HP damage)
Effect	A mysterious fighting technique, the details of which are unknown.

PRECIS F. NEUMANN

RACE	Expelian
GENDER	Female
AGE	16
BIRTHDATE	February 29
FAVORITE FOOD	Chocolate Crepe

Precis is the daughter of a machinery researcher/inventor in the town of Linga. She also has a knack for machinery. Her greatest invention to date is a robot she named Robbie that can transform and is effective in battle.

Precis is very bright and free-spirited. Nothing really ever gets her down for long. She quickly develops a schoolgirl crush on Claude and is utterly clueless about Ashton's feelings toward her.



PARAMETERS

ITEM	STARTING	GAIN
LV	15	NA
HP	950	NA
MP	100	NA
STR	60	2-3
CON	31	1-3
DEX	58	3-4
AGL	23	NA
INT	68	1-3
LUC	153	NA
STM	26	0
GUTS	32	0-1
SP	100	NA

EQUIPMENT

Weapon	Robot Puncher
Armor	Brigandine
Shield	Round Shield
Helmet	None
Greaves	Boots
Accessory 1	Talisman
Accessory 2	None

KNOWN SKILLS

Aesthetic Design Lv3,
Machinery Lv1,
Operation Lv1

Precis's Special Arts

ROCKET PUNCH

MP Cost	4
Attribute	None
Damage	100%/1 hit
Learn	Inherent
Rank Up	120+ uses, 1 increase
Changes	Damage + 50%
Base	Short: 576, Long: 768
Effect	Fire a robotic fist at the enemy.

JUMP 'N THUMP

MP Cost	5
Attribute	None
Damage	150%/1 hit
Learn	Inherent
Rank Up	140+ uses, 1 increase
Changes	Damage + 50%
Base	Short: None, Long: 896
Effect	Jump into the air and smash a heavy hammer into the enemy's head.

HOLE-Y MOLE-Y!

MP Cost	7
Attribute	None
Damage	100%/1 hit
Learn	Lv17
Rank Up	100+ uses, 1 increase
Changes	Extra hit, Better Daze chance
Base	None
Effect	Enter the cockpit of a giant Robbie and drill into the ground, attacking the enemy from below.

ROBBIE TOSSIN'

MP Cost	8
Attribute	None
Damage	100%/1 hit
Learn	Lv25
Rank Up	200+ uses, 1 increase
Changes	Extra hit
Base	Short: 512, Long: 576
Effect	Pull out Robbie I from the knapsack and hurl it at the enemy. Continued usage leads to Robbie II getting involved, too.

PARABOLA BEAM

MP Cost	12
Attribute	None
Damage	50%/2 hits
Learn	Lv38
Rank Up	80+ uses, 3 increases
Changes	Extra hit
Base	Short: 400, Long: 768
Effect	Fire laser rings from the Parabola Antenna.

HAMMER SLAMMER

MP Cost	15
Attribute	None
Damage	100%/1 hit
Learn	Lv49
Rank Up	170+ uses, 3 increases
Changes	Extra hit
Base	32
Effect	Repeatedly and powerfully swing a hammer at the enemy.

FRANKENROBBIE

MP Cost	32
Attribute	None
Damage	75%/3 hits
Learn	Lv57
Rank Up	180+ uses, 2 increases
Changes	2 Extra hits
Base	Short: 256, Long: 320
Effect	Enter the cockpit of a giant Robbie and charge at enemies, attacking them with rotating drill-arms.

ROBBIE'S SUPERBEAM

MP Cost	24
Attribute	Light
Damage	150%/1 hit
Learn	Item: Precis must create a Megalauncher through the Machinist specialty
Rank Up	120+ uses, 1 increase
Changes	Damage +50%
Base	896
Effect	Enter the cockpit of a giant Robbie and fire a thick laser beam.

SUPER HOLOGRAPH

MP Cost	20
Attribute	None
Damage	100%/3 hits
Learn	PA: Must complete PA Fun City06 (requires Ashton to know Sword Dance)
Rank Up	130+ uses, 1 increase
Changes	Extra hit
Base	400
Effect	Attack enemies with the special arts mastered by generations of Anchors, with some Neumann-esque modifications.

FORCEFIELD

MP Cost	28
Attribute	None
Damage	150%/6 hits
Learn	Item: Precis must create a Plasma Generator through the Machinist specialty
Rank Up	200+ uses, 1 increase
Changes	Damage +50%
Base	576
Effect	Enter the cockpit of a giant Robbie and produce a powerful forcefield that attacks enemies as it expands.

BOWMAN JEANE

RACE	Expelian
GENDER	Male
AGE	27
BIRTHDATE	December 30
FAVORITE FOOD	Radish Miso Soup

Bowman, once a talented researcher in the field of symbolical weaponry and professor at Lacuer Academy, now runs a pharmacy with his wife Ninay in the town of Linga. He is acquainted with Leon's parents. He has a somewhat laid-back personality and is sort of a "cool uncle" type. Although he is not above appreciating the fine figures of passing females, he totally adores his wife.

PARAMETERS		
ITEM	STARTING	GAIN
LV	25	NA
HP	1660	NA
MP	180	NA
STR	90	2-5
CON	50	1-3
DEX	62	2-3
AGL	5	NA
INT	35	1-3
LUC	118	NA
STM	35	0-1
GUTS	36	0-1
SP	100	NA

EQUIPMENT	
Weapon	Cestus
Armor	Brigandine
Shield	None
Helmet	None
Greaves	Suede Boots
Accessory 1	None
Accessory 2	None

KNOWN SKILLS

Herbology Lv5,
Biology Lv4,
Mental Science Lv2



Bowman's Special Arts

EXPLOSIVE FIST

MP Cost	4
Attribute	None
Damage	100%/1 hit
Learn	Inherent
Rank Up	100+ uses, 2 increases
Changes	Extra hit
Base	Short: 224, Long: 384
Effect	Fire off a burst of inner energy.

POISON PELLETS

MP Cost	5
Attribute	None
Damage	100%/2 hits
Learn	Inherent
Rank Up	50+ uses, 5 increase
Changes	Extra hit
Base	384
Effect	Scatter a handful of pellets that explode on impact and produce a cloud of poison.

This is Bowman's early power ability. It disrupts single enemies well and even small groups have trouble against him. You won't need to use any other attack abilities until Inferno Pellets comes along.

NECK SNAP

MP Cost	6
Attribute	None
Damage	150%/1 hit
Learn	Inherent
Rank Up	16+ uses, 29 increases
Changes	Damage + 3.125%
Base	512 (short range only)
Effect	Jump into the air and deliver a blow from above the enemy.

PHOENIX TALONS

MP Cost	10
Attribute	Fire
Damage	100%/1 hit
Learn	Inherent
Rank Up	200+ uses, 2 increases
Changes	Damage + 50%
Base	Short: 576, Long: 768
Effect	Convert inner energy into a burst of fire that scorches enemies.

SELF MEDICATION

MP Cost	8
Attribute	Recovery
Damage	100 base points
Learn	Lv28
Rank Up	1 use, 999 increases
Changes	Recovery + 2
Base	NA
Effect	Restore MP using a specially compounded medicine.

DEADLY INTERSECTION

MP Cost	13
Attribute	None
Damage	100%/2 hit
Learn	Lv35
Rank Up	100+ uses, 2 increases
Changes	Extra hit
Base	Short: 96, Long: 128
Effect	Produce doppelgangers that attack the enemy from different directions.

TORNADO FIST

MP Cost	15
Attribute	None
Damage	50%/4 hits
Learn	Lv43
Rank Up	25 uses, 20 increases
Changes	Longer duration
Base	Short: 256, Long: 512
Effect	Rotate the fist at superhuman speeds to produce a giant tornado.

CATAclysmic FIST

MP Cost	28
Attribute	None
Damage	200%/1 hit
Learn	Lv43
Rank Up	100+ uses, 2 increases
Changes	Damage + 50%
Base	Short: 256, Long: 640
Effect	Focus all inner energy into the fist to produce a gigantic sphere of energy that crushes enemies.

INFERNO PELLETS

MP Cost	20
Attribute	Fire
Damage	100%/2 hits
Learn	Lv66
Rank Up	100+ uses, 2 increases
Changes	Extra hit
Base	512
Effect	Scatter a handful of pellets that produce an immense explosion on impact.

Few abilities rival Inferno Pellets. Bowman throws these so quickly that he can out-damage almost any rival. Large clusters of enemies are cleared at an amazing rate! Select this as Bowman's primary ability for random encounters and never look back. It's even rather good in boss fights!

PETAL FURY

MP Cost	36
Attribute	None
Damage	100%/6 hits
Learn	Lv74
Rank Up	250+ uses, 1 increase
Changes	6 Extra hits
Base	64
Effect	Deliver a succession of bursts of inner energy in a beautifully choreographed sequence.

OPERA VECTRA

RACE **Tetrageniot**

GENDER **Female**

AGE **23**

BIRTHDATE **August 24**

FAVORITE FOOD **Lime Cooler**

Opera comes from a noble family on her home planet of Tetragenesis. She arrives on Expel in search of Ernest, another Tetrageniot, with whom she is in love.

PARAMETERS		
ITEM	STARTING	GAIN
LV	21	NA
HP	1200	NA
MP	140	NA
STR	66	1-4
CON	31	1-2
DEX	60	2-3
AGL	37	NA
INT	50	2-3
LUC	142	NA
STM	21	0
GUTS	60	0-1
SP	0	NA

EQUIPMENT	
Weapon	Burst Clip
Armor	Ring Mail
Shield	None
Helmet	Padded Helmet
Greaves	High Heels
Accessory 1	Sacrificial Doll
Accessory 2	None

KNOWN SKILLS

Eye for Detail Lv1,
Smithing Lv1,
Aesthetic Design Lv1,
Operation Lv3

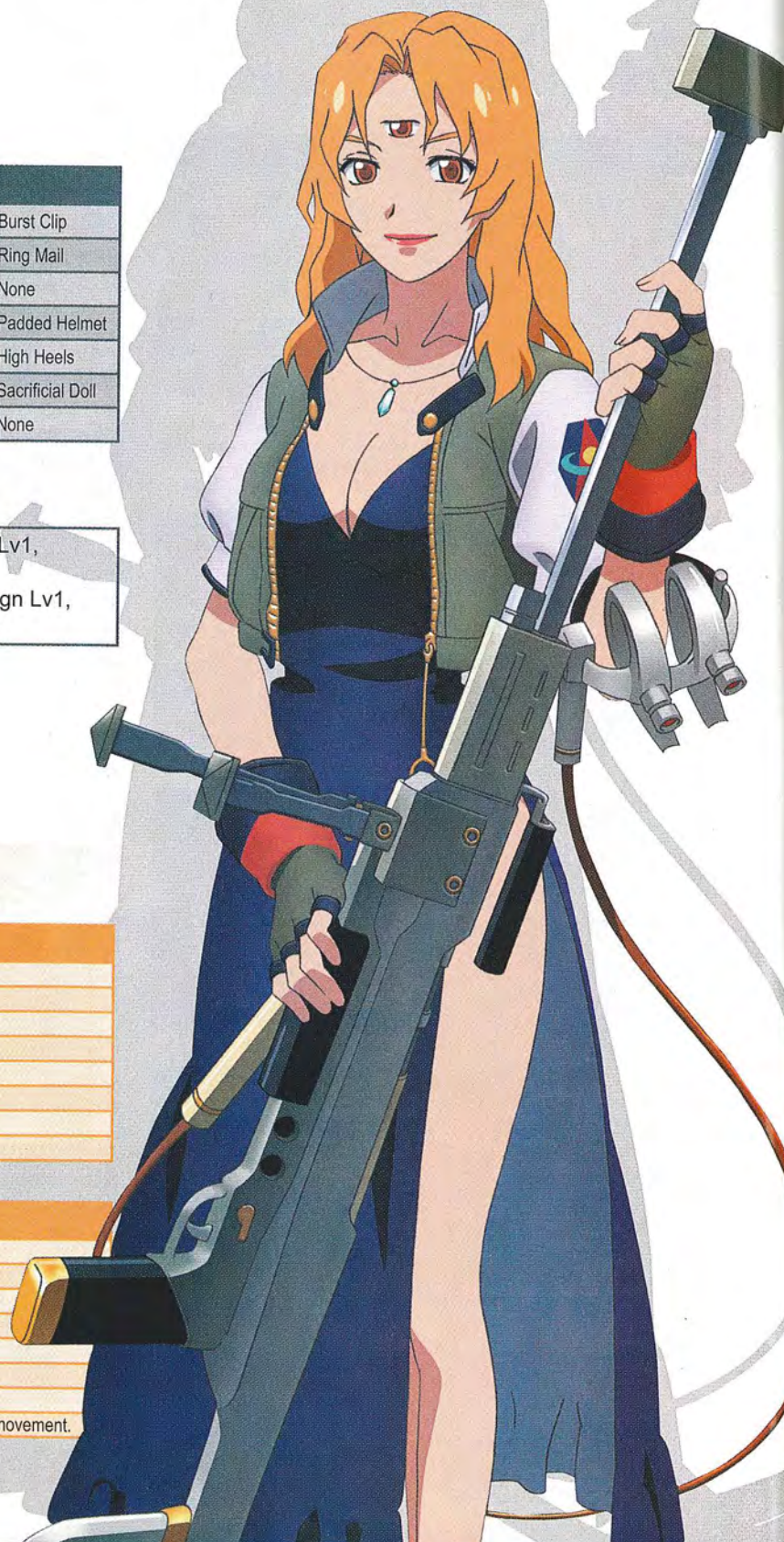
Opera's Special Arts

FLAME LAUNCHER

MP Cost	7
Attribute	Fire
Damage	100%/Short: 5 hits, Long: 3 hits
Learn	Inherent
Rank Up	100+ uses, 2 increases
Changes	Longer burning duration
Base	Short: 256, Long: 1024
Effect	Produce a powerful flame that scorches enemies.

PHOTON PRISON

MP Cost	10
Attribute	Support
Damage	0%/1 hit
Learn	Inherent
Rank Up	10 uses, 99 increases
Changes	Extended duration
Base	Short: 256, Long: 512
Effect	Fire a special light bullet that freezes the enemy's movement.



TRACKING PLASMA

MP Cost	23
Attribute	None
Damage	100%/3 hits
Learn	Lv24
Rank Up	220+ uses, 2 increases
Changes	Extra hit
Base	Short: 300, Long: 800
Effect	Fire several light bullets. The number of bullets increases with continuous usage.

Opera does considerable damage with Tracking Plasma. Her accuracy with it is very nice; she launches the attack while holding a bit back from combat. This makes her exceptionally good at clearing enemies that cause dangerous status ailments (e.g. petrification or paralysis). This is also one of the best anti-air abilities in the game.

DISPERSION RAY

MP Cost	16
Attribute	None
Damage	100%/2 hits
Learn	Lv34
Rank Up	180+ uses, 3 increases
Changes	Extra hit
Base	768
Effect	Jump into the air and fire light bullets that disperse in many directions.

BLIZZARD SWIRL

MP Cost	25
Attribute	Water
Damage	75%/3 hits
Learn	Lv41
Rank Up	None
Changes	None
Base	Short: 384, Long: 512
Effect	Fire innumerable clusters of ice.

GRAVITATIONAL SPHERE

MP Cost	20
Attribute	Dark
Damage	200%/1 hit
Learn	Lv54
Rank Up	100+ uses, 9 increases
Changes	Damage + 6.25%
Base	Short: 640, Long: 960
Effect	Fire a powerful gravitational wave that crushes the enemy.

ELECTRIC SHOCKWAVE

MP Cost	20
Attribute	None
Damage	100%/2 hits
Learn	Lv69
Rank Up	100+ uses, 2 increases
Changes	Extra hit
Base	Short: 128, Long: 512
Effect	Fire a powerful electric current.

REFRACTION BEAM

MP Cost	8
Attribute	None
Damage	100%/4 hits
Learn	Item: Opera must create the Black Upgrade through the Machinist specialty
Rank Up	100+ uses, 3 increases
Changes	Extra hit
Base	Short: 250, Long: 768
Effect	Toss a mirror into the field and fire lasers that reflect off it.

HEALING STAR

MP Cost	9
Attribute	Recovery
Damage	200 base recovery
Learn	Item: Opera must create the White Upgrade through the Machinist specialty
Rank Up	1 use, 999 increases
Changes	Recovery +5
Base	NA
Effect	Restore HP by firing a special ray with healing properties.

It's possible that this is the most game-altering ability in *STAR OCEAN: Second Evolution*. Healing Star, by itself, removes the need for you to have a spellcaster in the party. Opera can be your primary healer and still deal damage through the majority of most fights. Healing Star is awful at first—it doesn't heal much at all—but give it an hour or so to improve and watch the numbers increase. By the end, Opera can pull entire parties through the meanest battles in the game. If you have Opera, get this ability as soon as possible and use it abusively.

HYPERLAUNCHER

MP Cost	34
Attribute	Light
Damage	50%/6 hits
Learn	Item: Opera must create the Green Upgrade through the Machinist specialty
Rank Up	60 uses, 9 increases
Changes	Wider, longer range
Base	Short: 680, Long: 880
Effect	Fire a massive laser beam.

ERNEST RAVIEDE

RACE	Tetrageniot
GENDER	Male
AGE	35
BIRTHDATE	August 31
FAVORITE FOOD	Bloody Driver

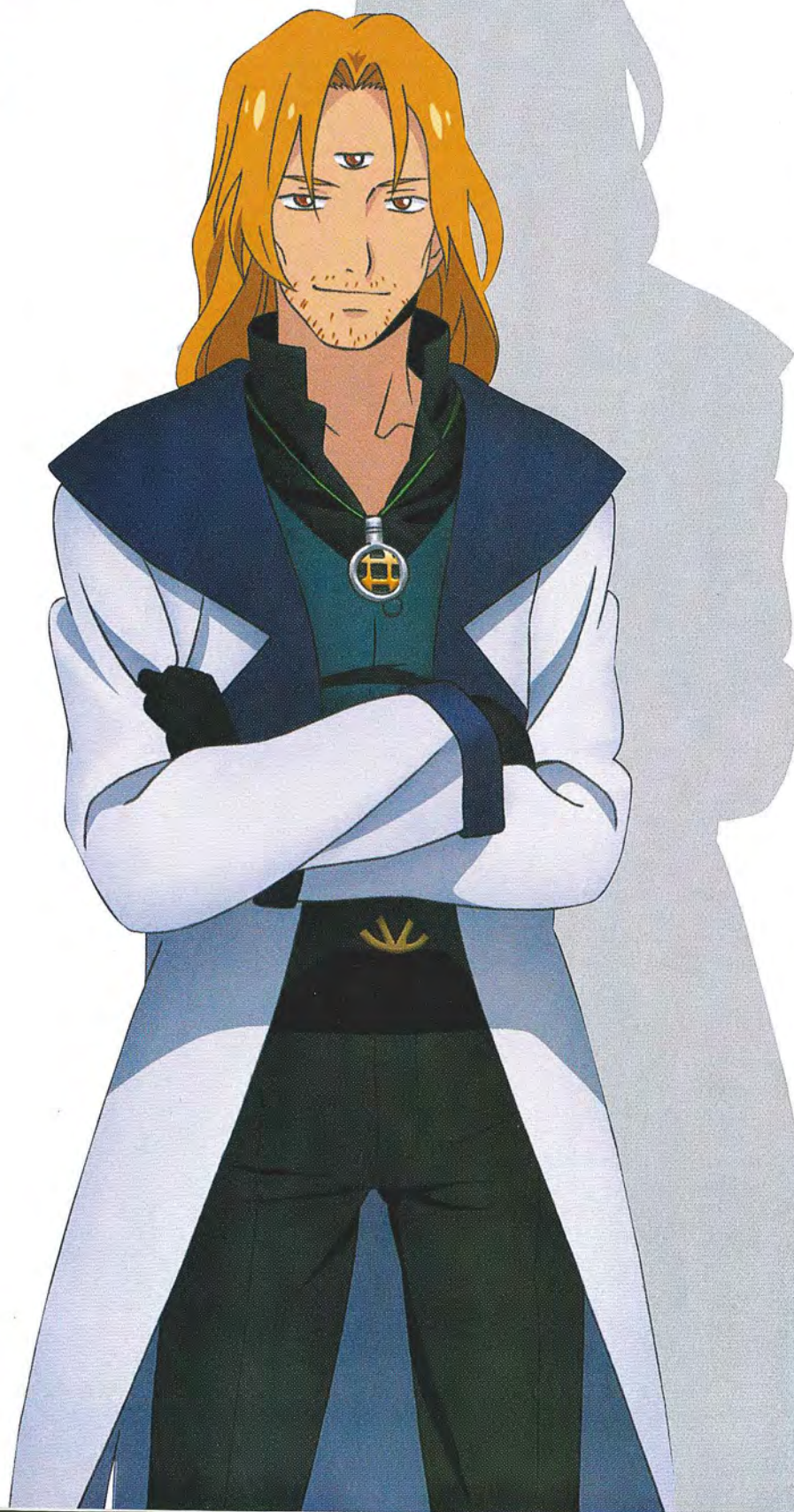
PARAMETERS		
ITEM	STARTING	GAIN
LV	25	NA
HP	1600	NA
MP	160	NA
STR	100	2-5
CON	47	1-2
DEX	60	2-3
AGL	50	NA
INT	60	2-3
LUC	121	NA
STM	23	0
GUTS	45	0-1
SP	0	NA

EQUIPMENT	
Weapon	Leather Whip
Armor	Brigandine
Shield	None
Helmet	None
Greaves	Boots
Accessory 1	None
Accessory 2	None

KNOWN SKILLS

Herbology Lv5,
Resilience Lv5,
Whistling Lv4

Ernest is an adventurous archaeologist from Tetragenesis. Although he realizes Opera is looking for him, exploring the ancient ruins of the universe is a higher priority.



Ernest's Special Arts

DIMENSIONAL WHIP

MP Cost	5
Attribute	None
Damage	100%/1 hit
Learn	Inherent
Rank Up	80+ uses, 3 increases
Changes	Extra hit
Base	384
Effect	Deliver attacks through a hyperspace portal that opens up behind the enemy.

SPIRAL LASH

MP Cost	7
Attribute	None
Damage	100% (3rd hit 150%)/3 hits
Learn	Inherent
Rank Up	120+ uses, 1 increase
Changes	Damage + 50% (except 3rd hit)
Base	576
Effect	Deliver attacks while rapidly rotating the whip.

AIR SWING

MP Cost	7
Attribute	None
Damage	100%/1 hit
Learn	Lv32
Rank Up	100+ uses, 2 increases
Changes	Extra hit
Base	576
Effect	Suspend the whip in midair and swing from it to deliver a powerful kick.

THOUSAND TAILS

MP Cost	10
Attribute	None
Damage	100%/2 hits
Learn	Lv41
Rank Up	120+ uses, 1 increase
Changes	Extra hit
Base	Short: 256, Long: 400
Effect	Rapidly lash out with the whip to deliver several attacks to all enemies in the area.

SANDSTORM

MP Cost	18
Attribute	Support
Damage	100%/3 hits
Learn	Lv49
Rank Up	100+ uses, 3 increase
Changes	AVD +15
Base	NA
Effect	Lash the whip left and right to produce a sandstorm that blinds the enemy and increases one's agility.

BED OF ROSES

MP Cost	17
Attribute	None
Damage	100%/2 hits
Learn	Lv58
Rank Up	100+ uses, 2 increase
Changes	Extra hit
Base	Short: 400, Long: 768
Effect	Cause thorny whips to grow out of the ground and wrap around the enemy.

THUNDER WHIP

MP Cost	22
Attribute	Wind
Damage	100%/2 hits
Learn	Lv65
Rank Up	100+ uses, 2 increases
Changes	Extra hit
Base	Short: 400, Long: 576
Effect	Charge the whip with the energy of a lightning bolt and then discharge that electricity at enemies.

SONIC WHIP

MP Cost	25
Attribute	None
Damage	200%/1 hit
Learn	Lv73
Rank Up	100+ uses, 2 increases
Changes	Damage + 50%
Base	Short: 400, Long: 768
Effect	Rapidly lash out with the whip to produce a sonic wave that cuts through the air.

LEON D. S. GEHSTE

RACE	Fellpool
GENDER	Male
AGE	12
BIRTHDATE	November 25
FAVORITE FOOD	Carrot Juice

PARAMETERS		
ITEM	STARTING	GAIN
LV	30	NA
HP	1600	NA
MP	300	NA
STR	80	1-2
CON	30	0-2
DEX	35	1-2
AGL	5	NA
INT	86	1-3
LUC	120	NA
STM	23	0
GUTS	10	0
SP	0	NA

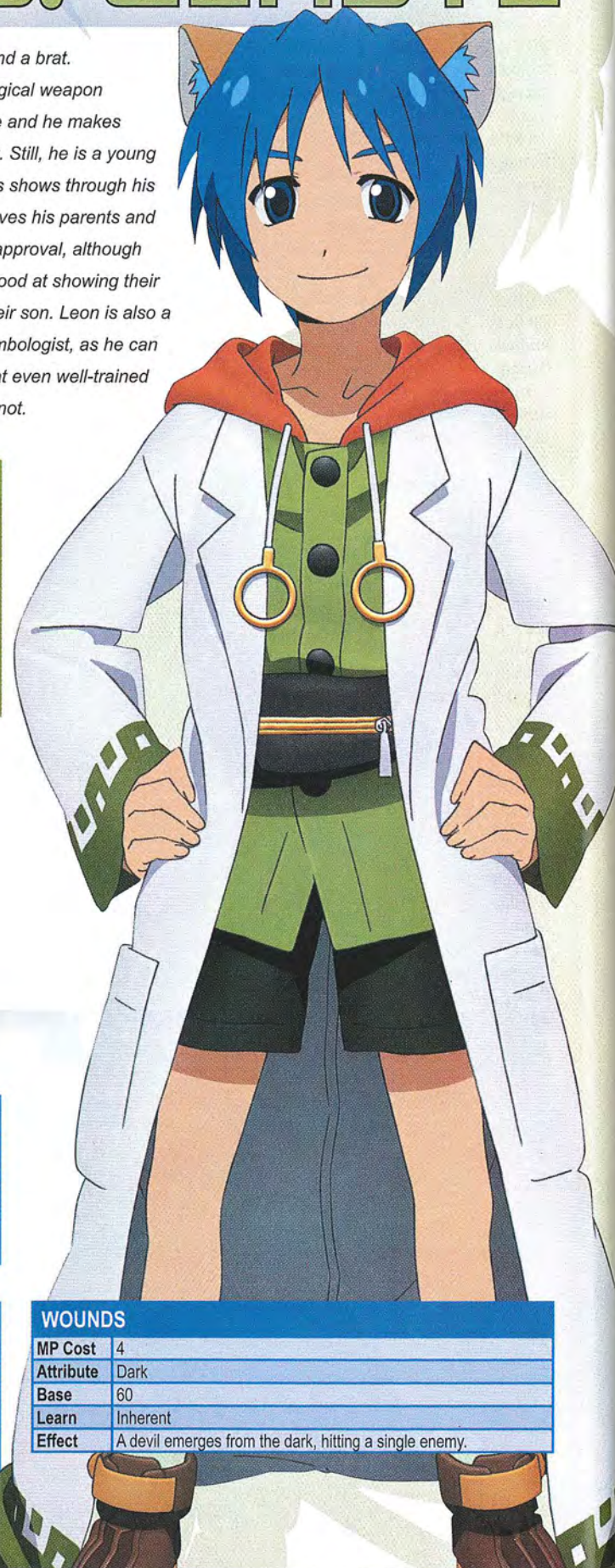
KNOWN SKILLS

Minerology Lv3,
Technology Lv4,
Faeriology Lv1

Leon is a boy genius and a brat. His talents for symbolological weapon research are invaluable and he makes sure everyone knows it. Still, he is a young boy and sometimes this shows through his arrogant exterior. He loves his parents and constantly seeks their approval, although they may not be very good at showing their pride or affection for their son. Leon is also a talented and skilled symbolologist, as he can cast powerful spells that even well-trained adult symbolologists cannot.

EQUIPMENT

Weapon	Thick Book
Armor	Amber Robe
Shield	None
Helmet	None
Greaves	Suede Boots
Accessory 1	None
Accessory 2	None



Leon's Spells

ACID RAIN	
MP Cost	7
Attribute	Support
Base	DEF down
Learn	Inherent
Effect	A powerful shower of acid falls, lowering the defense of all enemies on-screen.

DEEP MIST	
MP Cost	11
Attribute	Support
Base	HIT down
Learn	Inherent
Effect	A deep mist is summoned, lowering the Hit Rate of all enemies on-screen.

WOUNDS

MP Cost	4
Attribute	Dark
Base	60
Learn	Inherent
Effect	A devil emerges from the dark, hitting a single enemy.

SHADOW BOLT

MP Cost	7
Attribute	Dark
Base	120
Learn	Inherent
Effect	Demonic bubbles shoot off, hitting a single enemy.

BLACK SABER

MP Cost	14
Attribute	Dark
Base	500
Learn	Inherent
Effect	A murky wind is summoned, hitting all enemies above.

ICE NEEDLES

MP Cost	2
Attribute	Water
Base	20
Learn	Inherent
Effect	A shower of sharp icicles falls, hitting a single enemy.

DEEP FREEZE

MP Cost	15
Attribute	Water
Base	320
Learn	Inherent
Effect	Giant hailstones crash down, hitting all enemies in the area.

WORD OF DEATH

MP Cost	18
Attribute	Instant death
Base	NA
Learn	Inherent
Effect	A powerful curse is uttered, killing a single enemy.

GUARD

MP Cost	18
Attribute	Dark
Base	DEF up
Learn	Lv32
Effect	Conjures a shroud of protection to increase the defense of a single party member.

STAR LIGHT

MP Cost	10
Attribute	Light
Base	130
Learn	Lv34
Effect	Light pours down from the stars, hitting all enemies on-screen.

DELAY

MP Cost	18
Attribute	Support
Base	Speed down
Learn	Lv36
Effect	Impedes the flow of time to decrease the movement rate of a single enemy.

SHADOW FLARE

MP Cost	32
Attribute	Dark
Base	1550
Learn	Lv39
Effect	Demonic matter is conjured, hitting all enemies on-screen.

HASTE

MP Cost	20
Attribute	Support
Base	Speed up
Learn	Lv42
Effect	Conjures a shroud of time to increase the movement rate of a single party member.

POWER UP

MP Cost	22
Attribute	Support
Base	ATK up
Learn	Lv50
Effect	Conjures a shroud of strength to increase the attack power of a single party member.

NOAH

MP Cost	35
Attribute	Water
Base	1500
Learn	Lv54
Effect	A giant flood is summoned, hitting all enemies on-screen.

RAVENOUS FIEND

MP Cost	26
Attribute	Dark
Base	950
Learn	Lv60
Effect	Gremlins appear from the dark, hitting all enemies on-screen.

DEMON'S GATE

MP Cost	37
Attribute	Dark
Base	1850
Learn	Lv66
Effect	Devils are summoned, hitting all enemies on-screen.

DARK SPHERE

MP Cost	65
Attribute	Instant death
Base	NA
Learn	Lv78
Effect	A door to another world opens, sucking away all enemies with less than 25% of their HP.

EXTINCTION

MP Cost	90
Attribute	None
Base	3000
Learn	Item: Found at Maze of Tribulations, Altar of the Dancer
Effect	A strong blast of energy occurs, hitting all enemies on-screen.

NOEL CHANDLER

RACE	Nedian
GENDER	Male
AGE	24
BIRTHDATE	February 16
FAVORITE FOOD	Fine Tuna Sashimi

Noel is a zoologist in charge of the Nede Endangered Species Protection Zone who loves animals and nature. He also possesses healing symbology like Rena. Normally gentle and friendly in demeanor, Noel can get fiery when it comes to animals and the environment.

PARAMETERS		
ITEM	STARTING	GAIN
LV	40	NA
HP	2700	NA
MP	340	NA
STR	61	1-2
CON	55	0-2
DEX	50	1-2
AGL	5	NA
INT	80	1-3
LUC	87	NA
STM	30	0
GUTS	28	0
SP	290	NA

EQUIPMENT

Weapon	Metal Fang
Armor	Mithril Coat
Shield	None
Helmet	None
Greaves	Suede Boots
Accessory 1	Amulet of Antivenin
Accessory 2	None

KNOWN SKILLS

No Known Skills

Noel's Spells

HEAL	
MP Cost	3
Attribute	Recovery
Base	100
Learn	Inherent
Effect	Slightly restores HP for a single party member.

CURE LIGHT	
MP Cost	11
Attribute	Recovery
Base	800
Learn	Inherent
Effect	Restores HP for a single party member.

SILENCE	
MP Cost	14
Attribute	Support
Base	Inflicts Silence
Learn	Inherent
Effect	Halts the flow of air and prevents spell casting for all enemies on-screen.

WIND BLADE	
MP Cost	2
Attribute	Wind
Base	25
Learn	Inherent
Effect	A turbulent tornado is summoned, hitting a single enemy.

MAGNUM TORNADO

MP Cost	18
Attribute	Wind
Base	400
Learn	Inherent
Effect	A giant tornado is conjured, hitting all enemies in the area.

GLAIVE

MP Cost	45
Attribute	Earth
Base	45
Learn	Inherent
Effect	Earthen blades slice upwards, hitting a single enemy.

CRUSHING EARTH

MP Cost	16
Attribute	Earth
Base	350
Learn	Inherent
Effect	Sharp rock formations rise up, hitting all enemies on-screen.

TETANUS WIND

MP Cost	10
Attribute	Inflicts Poison
Base	280
Learn	Inherent
Effect	A poisonous gale is summoned, hitting a single enemy.

ENERGY ARROW

MP Cost	17
Attribute	None
Base	440
Learn	Inherent
Effect	An arrow imbued with energy is conjured and launched at a single enemy.

MENTAL DRAIN

MP Cost	1
Attribute	Support
Base	50
Learn	Inherent
Effect	The MP of an enemy is sucked out and absorbed by the spellcaster.

CURE ALL

MP Cost	18
Attribute	Recovery
Base	1200
Learn	Lv41
Effect	Restores HP for all party members.

NEUTRALIZE

MP Cost	17
Attribute	Recovery
Base	Cancels Power Up or Reflection
Learn	Lv45
Effect	Cancels all spell effects on a single party member.

BLOOD SCYLLA

MP Cost	12
Attribute	Recovery
Base	300
Learn	Lv49
Effect	The HP of an enemy is sucked out and absorbed by the spellcaster.

FOHN WIND

MP Cost	25
Attribute	Wind
Base	750
Learn	Lv52
Effect	A hot, dusty wind blows through, hitting all enemies.

FAERIE HEALING

MP Cost	30
Attribute	Recovery
Base	2800
Learn	Lv55
Effect	Restores a significant amount of HP for a single party member.

CONDITION CURE

MP Cost	24
Attribute	Recovery
Base	Removes condition
Learn	Lv60
Effect	Cancels all status ailments and spell effects on a single party member.

CURSE

MP Cost	20
Attribute	Support
Base	Cancels Power Up, Guard, and Reflection
Learn	Lv66
Effect	Cancels all spell effects on a single enemy.

BLESS

MP Cost	18
Attribute	Support
Base	Hit Rate up
Learn	Lv72
Effect	Conjures a shroud of light to raise the hit accuracy of a single party member.

FAERIE LIGHT

MP Cost	40
Attribute	Recovery
Base	2200
Learn	Lv77
Effect	Restores a significant amount of HP for all party members.

STONE RAIN

MP Cost	65
Attribute	Earth
Base	2300
Learn	Lv82
Effect	Large rock clusters rain down, hitting all enemies on-screen.

CHISATO MADISON

RACE	Nedian
GENDER	Female
AGE	22
BIRTHDATE	October 21
FAVORITE FOOD	Fruit Sandwich

Chisato is a journalist married to her job. Her passion for her work borders on an obsession and she is always seeking the newest information to scoop the competition. She trained in the Jingu-style martial arts and shows no fear when entering dangerous areas for the sake of collecting information (although she is also equipped with a stun gun).

PARAMETERS		
ITEM	STARTING	GAIN
LV	40	NA
HP	3000	NA
MP	310	NA
STR	164	2-5
CON	60	1-2
DEX	150	3-4
AGL	50	NA
INT	100	2-3
LUC	119	NA
STM	42	0
GUTS	42	0-1
SP	290	NA

EQUIPMENT	
Weapon	Stun Gun
Armor	Mithril Coat
Shield	None
Helmet	Tiara of the Arc
Greaves	Silver Greaves
Accessory 1	Gale Earring
Accessory 2	None

KNOWN SKILLS

Imitation Lv4



Chisato's Special Arts

ROARING CARTWHEEL

MP Cost	5
Attribute	None
Damage	100%/2 hits
Learn	Inherent
Rank Up	80 uses, 3 increases
Changes	Extra hit
Base	384
Effect	Jingu-Style Move: Roaring Cartwheel. Charge forward while rapidly rotating forward.

BURNING CARDS

MP Cost	10
Attribute	None
Damage	100%/3 hits
Learn	Inherent
Rank Up	100+ uses, 2 increases
Changes	2 Extra hits/3 Extra hits
Base	Short: 400, Long: 768
Effect	Toss out several special business cards made exclusively for combat.

GALE SOMERSAULT

MP Cost	14
Attribute	None
Damage	100%/2 hits
Learn	Inherent
Rank Up	100+ uses, 2 increases
Changes	Extra hit
Base	48
Effect	Jingu-Style Move: Gale Somersault. Deliver a rapid succession of kicks in a beautifully choreographed sequence.

100,000 VOLTS

MP Cost	22
Attribute	Wind
Damage	100%/3 hits
Learn	Lv44
Rank Up	100+ uses, 2 increases
Changes	2 Extra hits
Base	Short: 250, Long: 384
Effect	Produce a powerful surge of electricity from a high-voltage electromagnetic rod.

Nothing can get out of the way of this ability; it covers a huge amount of ground and hits airborne enemies with ease. 100,000 Volts also works up to doing heavy damage.

FLAMETHROWER

MP Cost	20
Attribute	Fire
Damage	25%/8 hits
Learn	Lv53
Rank Up	100+ uses, 2 increases
Changes	4 Extra hits/Damage + 50%, 4 less hits
Base	448
Effect	Fire bursts of powerful flames that scorch the enemy.

RISING DRAGON

MP Cost	17
Attribute	None
Damage	100%/3 hits
Learn	Lv62
Rank Up	100+ uses, 3 increases
Changes	2 Extra hits
Base	64
Effect	Jingu-Style Move: Rising Dragon. Deliver a succession of blows in a beautifully choreographed sequence.

TEAR GAS

MP Cost	32
Attribute	None
Damage	37.5%/50 hits
Learn	Lv68
Rank Up	100+ uses, 1 increase
Changes	10 Extra hits
Base	Short: 600, Long: 768
Effect	Emit a stream of noxious tear gas.

The animation for this ability is quite funny, but the utility of Tear Gas is no laughing matter. The attack hits so many times that enemies are pushed away from Chisato and have a hard time recovering. Use this to pin bosses and dangerous single targets while the rest of your party walls on the hapless creatures.

MISSILE STRIKE

MP Cost	25
Attribute	None
Damage	150%/3 hits
Learn	Lv76
Rank Up	80 uses, 3 increases
Changes	Extra hit
Base	NA
Effect	Call in fighter jets to fire missiles at the enemy.

The amount of time it takes to activate this ability relegates it to a flashy maneuver that is seldom used.

WELCH VINEYARD

RACE	It's a secret!
GENDER	Female
AGE	18
BIRTHDATE	Why? Want to give me a present?
FAVORITE FOOD	Chocolate Banana

The mysterious young girl who can overcome the limits of time and space makes a dramatic return, and she's still looking for "Mr. Right." Her outrageous personality remains unchanged and people easily get wrapped up in her schemes and whims.

PARAMETERS		
ITEM	STARTING	GAIN
LV	30	NA
HP	2000	NA
MP	200	NA
STR	120	1-4
CON	60	1-2
DEX	100	2-3
AGL	15	NA
INT	90	2-3
LUC	191	NA
STM	61	0
GUTS	50	0-1
SP	0	NA

EQUIPMENT	
Weapon	Handy Stick
Armor	Brigandine
Shield	None
Helmet	Plate Helmet
Greaves	Silver Greaves
Accessory 1	None
Accessory 2	None

KNOWN SKILLS

Item Knowledge Lv8,
Eye for Detail Lv5,
Danger Radar Lv7

Learning "Nibelungaling!"

To learn Welch's most devastating attack, obtain the Smooth Crystal from the boss chamber at the top of Eluria Tower in VR Expel. Teach Welch the Crafting specialty. Next, have Welch use Crafting on the Smooth Crystal to obtain a Symbol of the Gods. Use this item on Welch to teach her "Nibelungaling!"



Welch's Special Arts

SLAP	
MP Cost	6
Attribute	None
Damage	150%/1 hit
Learn	Inherent
Rank Up	100+ uses, 2 increase
Changes	Damage + 75%
Base	150
Effect	Swat with a handy stick.

IRON FIST	
MP Cost	16
Attribute	None
Damage	200%/1 hit
Learn	Lv37
Rank Up	100+ uses, 2 increase
Changes	Damage + 75%
Base	200
Effect	Thrust with a handy stick.

FLICK	
MP Cost	6
Attribute	None
Damage	150%/1 hit
Learn	Inherent
Rank Up	100+ uses, 2 increase
Changes	Damage + 75%
Base	150
Effect	Jab with a handy stick.

SLAPPITY SLAP	
MP Cost	28
Attribute	None
Damage	50%/5 hit
Learn	Lv53
Rank Up	200+ uses, 2 increase
Changes	Damage + 12.5%
Base	100
Effect	Upgraded version of Slap. Swat an enemy in rapid succession.

LEFT HAND RULE	
MP Cost	10
Attribute	Earth
Damage	150%/1 hit
Learn	Inherent
Rank Up	100+ uses, 2 increase
Changes	Lifts enemy higher
Base	Short: None, Long: 400
Effect	Lift and slam an enemy to the ground.

RAPID FLICK	
MP Cost	28
Attribute	None
Damage	50%/5 hit
Learn	Lv73
Rank Up	200+ uses, 2 increase
Changes	Damage + 12.5%
Base	100
Effect	Upgraded version of Flick. Jab an enemy in rapid succession.

SPINNING FINGER	
MP Cost	10
Attribute	Support
Damage	0%/1 hit
Learn	Inherent
Rank Up	100+ uses, 2 increase
Changes	Extends Daze time
Base	Short: None, Long: 400
Effect	Daze enemies by spinning a handy stick.

MITHRIL FIST	
MP Cost	28
Attribute	Earth
Damage	100%/2 hits
Learn	PA Armlock06 (requires Precis)
Rank Up	200+ uses, 2 increase
Changes	Damage + 50%
Base	Short: None, Long: 400
Effect	Upgraded version of Iron Fist, inspired by an idea from Precis. Deliver a huge shockwave.

DISTRACTION	
MP Cost	12
Attribute	Support
Damage	0%/1 hit
Learn	Inherent
Rank Up	100+ uses, 2 increase
Changes	Turns enemy away for longer
Base	Short: None, Long: 400
Effect	Distract enemies with a handy stick.

NIBELUNGALING!	
MP Cost	55
Attribute	Light
Damage	250%/1 hit
Learn	Item: Obtain Symbol of the Gods through Crafting.
Rank Up	100+ uses, 8 increase
Changes	Damage + 25%
Base	Short: 400, Long: 600
Effect	Jump up in the air and hurl down a handy stick.

GAME PLAY



STAR OCEAN: Second Evolution is a remake of *STAR OCEAN: The Second Story*, originally published by Enix Corporation in Japan during July of 1998 on the Sony PlayStation. The game is an action RPG that follows a group of humorous and heroic fantasy adventurers as they embark on a science fiction odyssey in the far reaches of outer space.

The game utilizes party-based action combat wherein the player controls one character, with the ability to assume control of other characters. The objective of the game is to meet and recruit new characters into your party, collect items and equipment, build your characters' skills and combat aptitudes, and defeat the game's villains.

Since scenario branching prevents recruiting all of the possible characters in a single playthrough, multiple playthroughs are encouraged. This chapter presents all functions and facets of the game for the sake of general player knowledge.



PROTAGONIST CHOICE

After selecting New Game from the Title Screen, the player must then choose a main protagonist. This character not only represents the party's position on-screen, but also changes dialog and perspective during certain events. This choice also determines whether certain characters can later be brought into the party as new recruits.



Claude is a melee fighter with powerful special arts.



Rena is a healer, also capable of casting light-based spells.

The player can choose between Claude C. Kenny, an Ensign from the Pangalactic Federation battleship Calnus, or

Rena Lanford, a healer from the underdeveloped planet Expel. Both Claude and Rena appear in each other's scenarios as playable characters. More details regarding this choice and others are detailed in Chapter 3: Main Quests.

Different Difficulty Levels

After defeating 2000 enemies in a single save file, a star will appear on the main menu indicating that new difficulty levels have been unlocked. You can keep track of how many enemies you've defeated by speaking to the fortune teller in Fun City. The three difficulty levels are: Easy (default); Galaxy (enemy HP and ATK x 1.5); Universe (enemy HP and MP x 2, ATK x 1.67, MAG x 1.33, AVD + 128, and HIT + 80).

MAP NAVIGATION

STAR OCEAN: Second Evolution features three modes of play: map navigation, Camp Menu browsing, and combat. Within this chapter, each mode is broken down and thoroughly explained. The control configuration changes slightly within each mode.



In map navigation mode, the player controls the hero, who represents the entire party. The player can move the hero, explore the environment, and travel to new areas.

Default Controls: Navigation Mode

Buttons/Analog stick	Moves character
ⓧ button	Talk, search, confirm choice
Ⓞ button	Private Action (World Map only), pickpocket
Ⓢ button	Walk, cancel choice
ⓐ button	Open Camp Menu
Ⓜ/Ⓢ buttons	Rotate view (World Map only)
Ⓜ button	Cycle mini-map view

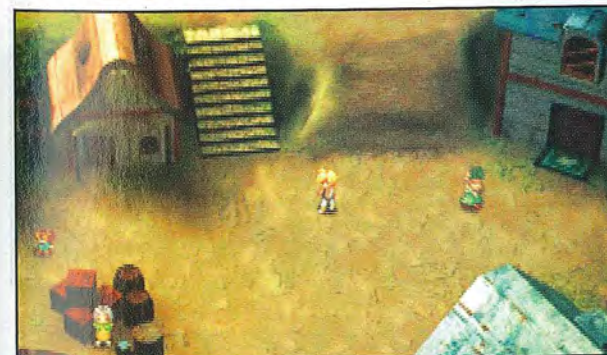
Movement

Use the directional buttons or analog stick to move the character around the environment and explore.



Walking

By default, the on-screen character runs. Holding the Ⓢ button while moving causes the protagonist to walk at normal speed. While this helps improve accuracy of movement, it does not reduce the occurrence of random encounters in hostile areas.



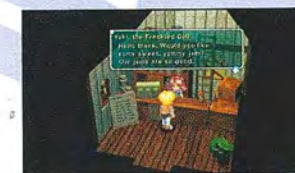
Searching or Speaking

Interact with objects in the environment and other characters by pressing the ⓧ button. By speaking to other characters, the player can learn additional information about the world and improve character relationships within the party. The player can also collect items from treasure chests.



Shops & Merchants

Throughout the game, civilized towns and cities feature various shops where the player can acquire goods and services. To purchase items, the party must possess enough "Fol," the universal currency. In some cities,



merchants stand in the streets and hawk their wares. To view a seller's inventory, approach the counter or approach them in person and speak to them.

First, choose whether to buy or sell goods. After choosing "buy," move the cursor down the inventory list. To purchase an item, press the right directional buttons or move the analog stick to the right to increase the quantity of the selected item for purchase. To decrease the quantity desired, press the left directional button or move the analog stick to the left. Monitor the total price of the purchase and your funds remaining in the lower-right window. When the desired quantities of the items you wish to purchase are all numbered, press the ⓧ button and then confirm your purchase, or move the cursor up to "checkout" and press the ⓧ button to confirm.

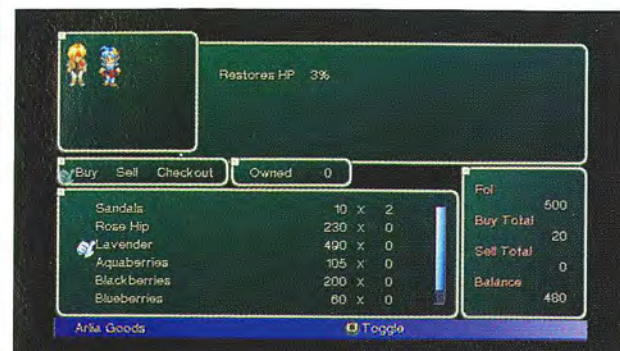
FOOD SHOPS

Food shops sell ingredients such as Grains, Vegetables, Eggs and Dairy, and so on. These items can be combined into highly restorative dishes by a character possessing a high level in the Cooking specialty.



ITEM SHOPS

Item shops sell a variety of curatives the party can use during or after combat, such as Blueberries, Blackberries, status ailment cures, and others. Item shops sometimes sell valuable accessories and items related to specialties, such as musical instruments, pens and paper, art supplies, Minerals, and more.



While perusing an item shop's inventory, press the button to view any additional information about the item.

IMPORTANT ITEMS

There are a few "essential adventurer" items the party should have on hand in plentiful supply whenever leaving a town. Stock up on these whenever you visit an item shop.

- Blueberries**
 - Recover HP. The amount restored can be enhanced via the Herbology skill.
- Blackberries**
 - Restore MP. The amount restored can be enhanced via the Herbology skill.
- Resurrection Elixir**
 - Resuscitates a party member.
- Spectacles**
 - A magic pair of glasses a character can use in combat to "see" enemy data, such as name, current HP, current MP, and elemental strengths and weaknesses. Also used in conjunction with the Appraising specialty to determine the identity of items (that begin with a question mark: ?ITEM, ?HERB, ?MINERAL, ?ARMOR, etc.) Proves handy while exploring dungeons.

WEAPON SHOPS

Weapon shops provide armaments, armor, and accessories at a price. While the cursor highlights an equipment piece, the window in the upper-left corner displays who can equip the item and whether equipping it raises or lowers their statistics.



INNS



The party can rest at inns to fully recover HP and MP and to remove all status ailments, including Incapacitation (0 HP). Inns charge fees based on the number of characters in

the party. The first inns charge 10 Fol per person in the party, whereas inns located in the latter stages of the game charge 50 Fol per head.

Skill Guilds

Many towns and cities feature Skill Guilds, wherein the party can purchase skill sets to learn new skills. Three employees usually man each Skill Guild. The "Guildmaster" sells the skill sets. Each skill set can only be purchased once. The "Skill Guide" lists the skills included in each set.



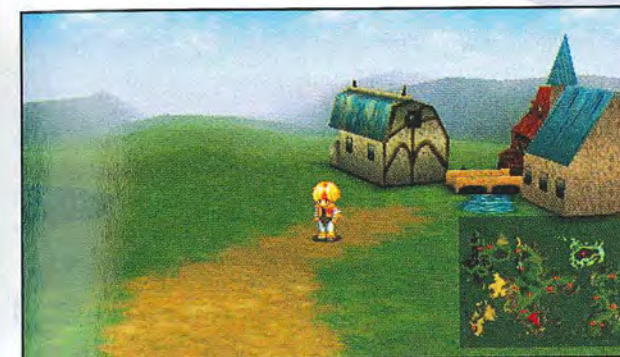
Finally, the "Advisor" offers advice on developing your characters' skills and specialties. Skill advisors typically make references to enemies appearing in the area and how to tailor character skills to dominate in combat.



Skill Set	Skills	Price	1st Town Avail.
Knowledge 1	Mineralogy, Herbology, Recipe	300	Krosse City
Sense 1	Aesthetics, Resilience, Keen Eye, Courage	400	Krosse City
Technical 1	Sketching, Knife, Whistling, Imitation	400	Krosse City
Combat 1	Power Burst, Guardbreak, Qigong, Trance	400	Kurik
Knowledge 2	Music Knowledge, Item Knowledge, Biology	1500	Harley
Sense 2	Determination, Danger Radar, Purity, Poker Face	1600	Harley
Technical 2	Eye for Detail, Penmanship, Animal Training, Machinery	1600	Hilton
Combat 2	Godspeed, Sidestep, Body Control, Recast	1600	Hilton
Knowledge 3	Mental Science, Faeriology, Piety	2700	Linga
Sense 3	Effort, ESP, Aesthetic Design	2700	Lacuer City
Technical 3	Performance, Smithing, Technology, Operation	3600	Linga
Combat 3	Feint, Counter, Hasten Speech, Concentration	4500	Lacuer City

Rotating the View

While traveling the World Map from one location to another, you can rotate the view by pressing and holding either the L button or the R button.



Mini-map

While the party explores the World Map, a small, semi-transparent mini-map appears in the lower-right corner of the screen. The default display shows the entire World Map. Red dots on the mini-map represent towns and important locations. The red arrow indicates the party's location as well as the direction the party is facing. Press the Start button to change the display. The mini-map zooms in closer and rotates to match the camera view. Press the Start button again to remove the mini-map from the screen and press it a third time to return to normal display.



Mini-map normal view.



Mini-map zoomed.



Mini-map off.

Private Actions

When approaching certain towns and cities, the Private Action logo may appear in the upper-right corner of the screen. When this occurs, press the button to enter the town as individuals rather than a party.



During Private Action mode, protagonist Claude or Rena explores the town alone. Additional NPCs may appear during a Private Action and speaking to them may trigger bonus scenes.

Additionally, during a Private Action other party members appear in town and can be spoken to. Doing so often triggers additional dialog scenes. Activating these scenes and making dialog choices during them may improve relations between characters in the party, which can boost combat abilities and unlock different endings.



You can pickpocket party members appearing in towns during Private Actions.

CAMP MENU

Press the **△** button during map navigation to enter the Camp Menu. This menu allows you to view tons of information about your party, use items, equip new gear, learn skills, develop and use specialties, rename characters, view character status, change game settings, configure party formation and behavior during combat, and manage your save game data. The control scheme changes slightly when the Camp Menu is open.

Default Controls

+ buttons/Analog stick	Moves cursor
△ button	Select option
○ button	Toggle additional information (items)
□ button	Cancel, go back
× button	Best equipment or show sub-menu (as shown)
↑/↓ buttons	Switch character, page-up or page-down

Special Arts/Spells



As characters achieve new experience levels, they learn powerful special arts and/or spells that can be deployed in battle. Any special art must be assigned to the L button

or R button before it can be used in combat. Button assignments can be made in the Special Arts/Spells screen. Simply select a character, select a button to assign, and choose a special art.

Spells are slightly different from special arts. Although spells can be assigned to the L or R buttons for quick use in combat, the spell caster is not limited to only these two. When

controlling a spell caster, press the **△** button during combat to open the command circle. Select "Symbology" and then choose a spell to cast. Select targets, if necessary, then press the **×** button to confirm.



Healers such as Rena and Noel learn two types of spells: healing and attack. Healing and status-curing spells cannot be assigned to the L or R buttons. To use them during combat

while controlling a healer, select "Symbology" from the character's control circle and then choose a spell to cast as well as an ally target. Use healing and status-curing skills between battles by selecting the "Spell Usage" option on the healer's Special Arts/Spells screen.

Items

To say that items play a large role in *STAR OCEAN: Second Evolution* is a tragic understatement. Items not only allow party members to recover from damage and status afflictions, but they can also be used in Item Creation and other specialties. Items are categorized and viewable in lists by type in the Camp Menu.



While viewing any item list, move the cursor to an item to view its likeness and description. Press the **○** button to view additional information about the displayed item.



Press the **△** button in any item list to open the "Reorder" menu. Items can be ordered alphabetically (making them easier to find during combat) or by time acquired, from newest to oldest.

NEWLY ACQUIRED

The 16 most recently acquired items are displayed in this category, regardless of type.

SINGLE-USE ITEMS

This category features healing and curative consumables for use in combat or on the field. Most single-use items restore HP, MP, or cure persistent status ailments.

FOOD

Items in this category include fully prepared dishes ready to be eaten for a variety of effects, mostly restoring HP and MP for one party member or everyone.

WEAPONS

This category displays and allows the equipment of items that raise characters' ATK and HIT statistics among others. Some weapons also give the user elemental attack advantages. Each character can only equip certain weapon types. To equip an item, highlight it with the cursor, press the **×** button, and choose a character capable of equipping the weapon.

ARMOR

Equipment pieces in this category include armors, shields, helmets, and greaves that raise defense, and may also increase other statistics or add elemental protection.

ACCESSORIES

This category features items that characters can equip in either of their two accessory slots. Accessories offer a wide variety of benefits—and sometimes penalties—to the wearer, such as statistical increase, elemental protection or vulnerability, MP cost decrease, and more.

MATERIALS

The "Materials" category includes items for use with Item Creation specialties, such as Cooking, Writing, weapon Customization, and more. Some materials can be consumed or equipped for minor benefits, but prove more helpful when refined or combined with other items using specialties or super specialties.

OTHER

Contained in the "Other" category are items that have unique uses, such as Cinderella Glass (lowers prices in a shop), Jewel of the Frog (allows escape from dungeons to the World Map), or Primavera (a portrait that restores the party's HP 100%). The Other category also houses keepsakes, art pieces, books, fanfics, and musical instruments used with the Music specialty.

COMBAT ITEMS

This category allows you to acquaint yourself with items that can heal allies or damage enemies during combat. Healing items in this category can be used to recover HP, MP, or cure status ailments in the field.

KEY ITEMS

Key items are obtained during the course of story events. Oftentimes, the party cannot access certain areas or trigger certain events without possessing the proper key item.

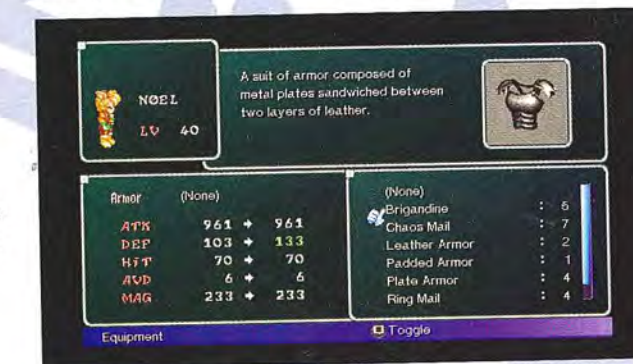
Equipment

The Equipment screen allows the player to equip characters with weapons, armor, and accessories to enhance their abilities in and out of combat. While viewing the Equipment screen, press the **△** button to automatically equip the character with the strongest available weapons and armor. However, please note that while the auto-equip feature does a fine job, it does not

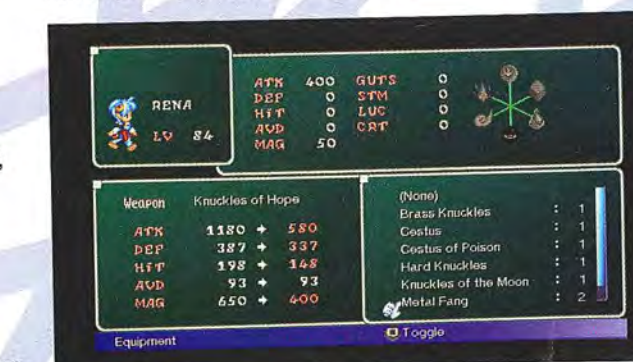
always select the most appropriate equipment for a given situation. Don't be afraid to disagree with the game's choices and select the equipment that you think is best.



Choose an equipment slot to open the inventory list screen. The party's inventory displays on the right while the character's statistics are on the left. As you move the cursor to highlight equipment pieces, the statistics on the left window show the change in the character's statistics should that piece be equipped. Press the **×** button to change the character's equipment to the highlighted piece.



On any Equipment screen, press the **○** button to display extra information about a piece, including statistical increases and elemental benefits or penalties. But don't forget to read the descriptions! The alternate display for item information lists most statistical increases, but not all. Several items that increase a particular attribute by a certain percentage and not a fixed number will not list this information in the alternate view. For this information you must read the normal description.



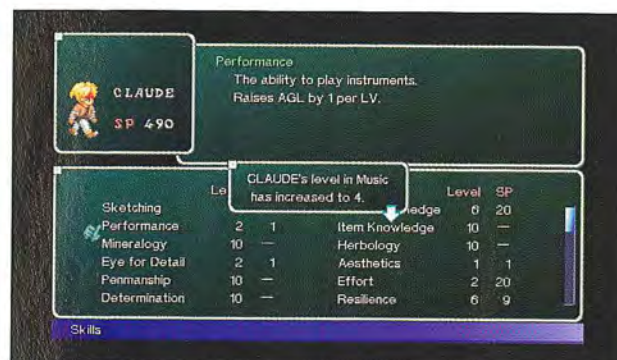
Skills

The Skills option enables the player to increase character skill levels, learning new specialties and super specialties in the process. The player can then use character specialties to work with items, possibly creating new and greater treasures!

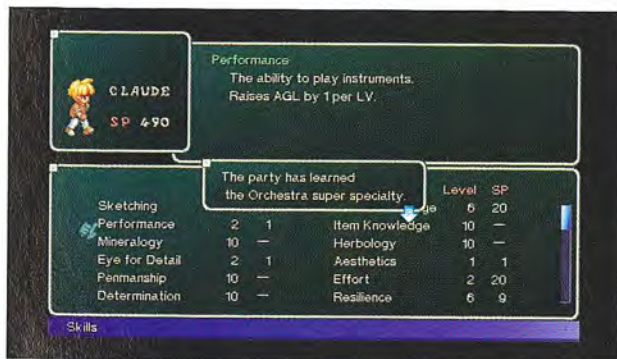
LEARN SKILLS

This option opens the "Learn Skills" screen, displaying the skills available to the first character in the party order. Press the L or R buttons to cycle through party members.

Skill Guilds offer skills in purchasable sets, as mentioned previously in this chapter. Once a skill is purchased, skill points accumulated by leveling up in combat can be exchanged to raise a character's skill level.



When certain combinations of skills are raised, the character learns a new specialty. When two or more characters know the same combination of specialties, the party can learn a super specialty.



To view a character's progress toward learning specialties or super specialties, press the button on the "Learn Skills" screen to open the "Progress" screen. Use the cursor to highlight specialties and super specialties the character is in the process of learning. A description of each specialty and the required skills are displayed in the upper half of the screen.

Remember that character talents are a key factor in the success or failure of using a specialty. There is no point in teaching a specialty to a character if he or she does

not have the capacity to develop the talents required for successful use. On the other hand, some characters can develop talents if they attempt to use a specialty often enough. Press the button while viewing the "Progress" screen to display the character's current talents. More about talents is detailed in the section about the "Status" screen later in this chapter.

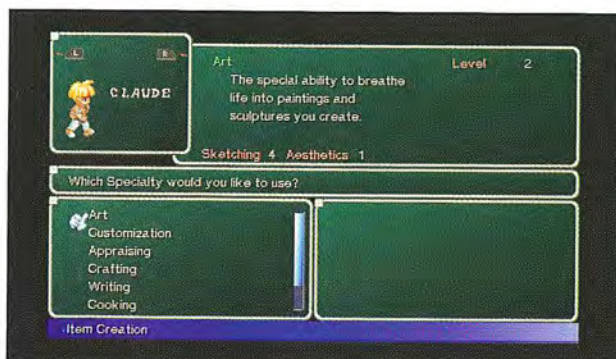
COMBAT SKILLS

Skills learned by purchasing "Combat" skill sets function in a different capacity. Combat skills are displayed in a green font on the "Learn Skills" screen. Spending skill points to level up combat skills improves a character's speed and prowess in battle. Combat skills can also be deactivated by pressing the button while highlighting a combat skill on the "Learn Skills" screen.



ITEM CREATION

The Item Creation screen allows characters who know certain specialties to practice and perfect them through item identification, modification, reproduction, and creation. Any specialty that requires the use of one or more items is included on this screen, including:



- **Art:** The special ability to breathe life into paintings and sculptures you create.
- **Customization:** The special ability to modify one's weapons into something new and improved.
- **Appraising:** The special ability to identify items with names that begin with a question mark.
- **Crafting:** The special ability to craft gems and precious metals into original accessories.
- **Writing:** The special ability to pen books on skills you have learned that raise the reader's skill level.
- **Compounding:** The special ability to compound two herbs to create medicine.

- **Cooking:** The special ability to process raw ingredients into food.
- **Alchemy:** The special ability to turn iron into gems and other precious metals.
- **Survival:** The special ability to forage an area of the World Map for useful items. Costs 4 MP per attempt.
- **Replication:** The special ability to create an exact replica of an item.
- **Machinist:** The special ability to create a variety of useful machinery for an adventure.

SPECIALTY

The "Specialty" screen allows the player to utilize or change settings for characters who know specialties that do not involve the creation or consummation of items, including:

- **Oracle:** The special ability to pick up useful (or not) messages from the Tria, the Gods of Creation.
- **Music:** The special ability to write music and play instruments.
- **Train:** The special ability to lower one's attributes in return for gaining more EXP in battle.
- **Scouting:** The special ability to raise or lower the frequency of battles at will.
- **Familiar:** The special ability to train an animal to leave dungeons and other places to go shopping.



SUPER SPECIALTY



The "Super Specialty" screen allows the player to use or change settings for group specialties learned by several party members.

Status

The "Status" screen displays all the statistics and data that determines a character's combat prowess and ability to learn and excel in new specialties. The "Status" screen also allows you to change a character's display name.



CHANGE NAME

The display name for the character is at the top of the status screen, with the character's full name in parentheses below. The display name can be changed, but not the character's full name. Change the display name by pressing the button while viewing the person's status.

On the "Input name" screen, press the button to delete characters, or highlight "Delete" with the cursor and press the button. Move the cursor to the desired letter and press the button to type it in the name line. When you're finished, press the Start button or highlight "Return" with the cursor and press the button to confirm the character's new display name. For added fun, name your protagonist after other playable characters in the game before you meet them.

RACE

A character's race is displayed on the Status screen. There are five races involved in the events that transpire in *STAR OCEAN: Second Evolution*:

- **Expel:** Humanoid dwellers of the planet Expel. Most of them greatly resemble humans, but some have natural blue, green, or purple hair.
- **Human:** Space travelers from the planet Earth. Some humans have limited symbology skills.
- **Nedian:** Humanoids from Energy Nede with natural healing abilities. Nedian have horizontal pointed ears that are sometimes furry.
- **Tetrageniot:** Humanoids from Tetragenesis. Tetrageniot have three eyes.
- **Fellpool:** Humanoids with pointy ears and furry tails who are found on planets such as Roak and Expel.

CHARACTER STATISTICS

Each character's statistics determine his or her prowess in combat. The higher the statistics, the greater ease with which the character can defeat opponents.

Character Statistic Explanation

Abbrev	What It Means
HP	Health points (current/maximum)
MP	Magic points (current/maximum)
LV	Current level
EXP	Experience points obtained so far
NEXT	Experience points needed to reach the next level
STR	Strength
CON	Constitution
DEX	Dexterity
AGL	Agility
INT	Intelligence
ATK	Attack Power
DEF	Defensive Strength
HIT	Attack hit accuracy
AVD	Ability to evade attacks
MAG	Magic force; determines power of magic spells
LUC	Luck
STM	Stamina
GUTS	When high, the character can perform critical hits more often and can withstand attacks even at 1 HP

ELEMENTAL STATUS

The elemental status icon indicates if a character is receiving any elemental benefits (+) or penalties (-) from the equipment worn. Elemental bonuses to attack can increase damage if the target is weak against the element.

However, elemental bonuses can be nullified or absorbed to heal the target if the target is strong against an element. If attacking an enemy heals it (as indicated by green damage numbers instead of white), then change the character's equipment to something without an elemental bonus.



TALENTS

A character's talents indicate his or her ability to succeed when using certain specialties. Each character has a base chance to possess a talent at the start of the game. If the character does not have a certain talent at the start, using an associated specialty can sometimes develop it. This is known as learning the character's "secret" talents.

However, since a talent is required for a chance of success in using an associated specialty, keep in mind that this paves the way for many failures in Item Creation and other specialties before successful acquisition of the talent.

Talent List

Name	Description	Success with Specialty	Secret Talent Learned
Originality	The ability to modify objects based on your sense of style.	Customization +5%, Crafting	Crafting
Taste	The ability to discover flavors that can wow the masses.	Cooking	Cooking
Nimble Fingers	The ability to move your fingers exactly as willed.	Crafting, Pickpocketing, Machinist	Crafting, Machinist
Design Sense	An ability required in the arts that is governed by inspiration.	Art, Machinist	Art, Machinist
Composition	The ability to transfer your ideas onto paper.	Writing	Writing
Rhythm Sense	The ability to grasp the rhythms of a piece of music.	Music	Music
Listening	The ability to grasp the tones of a piece of music.	Music	Music
Love of Animals	A powerful bond with animals that mere humans cannot break.	Familiar	Familiar
Animal Instinct	A primal instinct that can sense what cannot be put in words.	Scouting	Scouting
Blessing of Mana	A magical talent that can only be acquired at birth.	Alchemy	None

Using Talent Development Tables

Here's how to interpret the following tables: as shown below, Claude has a good chance of possessing talents like Originality, Design Sense, and Composition. If he does not possess them right away, his chances of eventually learning them as "secret talents" are fair. But he will never start off with Animal Instincts and has a slim chance of having Taste. His chance to develop either of these talents is almost zero. Regarding the Nimble Fingers talent (which helps with Pickpocketing), Claude's chance of knowing it from the start is 50%. If he does not already know it, his chances of developing it are pretty bad. You might consider starting a new game if you want to pickpocket successfully.

The following tables show each character's chance to possess a talent at the start of the game. If the character does not possess it, the starting chance to learn it as a "secret" talent is listed. The secret development chance starts with a base chance and increases by one point with each attempt. If a character develops a "secret" talent, he or she earns a bonus 100 Skill Points!

Talent Known Ratios (1/100)

Character	Originality	Taste	Nimble Fingers	Design Sense	Composition	Rhythm Sense	Listening	Love of Animals	Animal Instincts	Blessing of Mana
Claude	60	10	50	65	80	45	40	20	0	0
Rena	20	80	70	25	30	40	90	85	0	100
Celine	40	10	80	90	20	10	80	10	45	100
Bowman	40	10	20	20	80	10	30	0	30	0
Dias	100	10	50	30	20	60	60	20	40	0
Precis	30	0	30	30	30	20	40	70	50	0
Ashton	10	80	50	0	40	10	10	50	30	0
Leon	30	35	20	40	100	10	10	10	0	100
Opera	40	10	100	60	10	70	70	0	0	0
Ernest	20	20	60	30	40	100	50	30	80	0
Noel	40	20	10	50	10	60	70	90	40	100
Chisato	60	60	60	40	100	30	30	50	0	0
Welch	20	10	30	20	20	30	5	30	10	0

Learn as Secret Talent Ratios (1/256)

Character	Originality	Taste	Nimble Fingers	Design Sense	Composition	Rhythm Sense	Listening	Love of Animals	Animal Instincts	Blessing of Mana
Claude	30	1	20	20	40	5	5	10	1	0
Rena	10	90	10	2	40	10	5	40	0	0
Celine	80	1	40	60	5	3	10	0	20	0
Bowman	10	5	1	20	60	2	2	60	60	0
Dias	0	20	15	5	2	2	2	2	20	0
Precis	20	3	160	160	2	15	10	5	1	0
Ashton	100	5	10	0	5	30	30	2	5	0
Leon	10	10	2	5	0	5	5	5	10	0
Opera	50	1	120	120	5	30	30	0	0	0
Ernest	20	2	20	30	40	0	10	10	40	0
Noel	10	10	5	10	10	10	10	10	10	0
Chisato	30	60	10	10	0	10	10	100	5	0
Welch	130	20	100	70	50	10	20	40	50	0

Settings

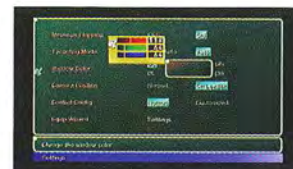
The "Settings" screen offers a variety of options for changing the operation of the game.

TARGETING MODE

With this option, you can change between "Semi-Auto" targeting and "Auto" (default) targeting. Refer to "Targeting and Battlefield Overview" described later in this chapter to learn about the slight differences between the two modes.

WINDOW COLOR

This option allows the player to change the color of the message and menu windows. Move the cursor left or right, to select one of the corners of the window, and press the \otimes button to bring up an RGB adjustment window. Adjust red, green, and blue to create the desired color for that corner of the window, then press the \odot button to exit. After setting all four corners to the desired colors, press the \odot button to return to the Camp Menu. The window screen should now be the custom color.



CAMERA POSITION

The player can use this option to determine how the camera behaves during combat. The options are:

- **Normal:** The camera stays on the player-controlled character most of the time. If a spell caster or healer casts a spell, the camera tilts toward the character during the casting.
- **On Leader:** The camera stays on the player-controlled character and does not move to show spell casters or healers casting spells. This option reduces the amount of camera movement and may prove easier on the eyes.

CONTROL CONFIG

The "Control Config" option allows you to change between the default control scheme and a custom configuration of your design. To customize your controls, move the cursor to highlight "Customized" and press the \otimes button to open the configuration screen.

Move the cursor down the screen to the button you want to change, then press the button you want to use instead. This causes the two buttons to swap functions. When you're finished, move the cursor to "End" and press the \otimes button (or whatever button to which you've assigned the "Select" function). If you want to resume using the default control configuration, simply return to this option and move the cursor back to "Normal."

EQUIP WIZARD

This option provides the ability to activate or deactivate the Equip Wizard function for each character in the party. When this setting is on, the Equip Wizard activates any time a new piece of equipment (weapon, armor, or accessory) is acquired, whether from a shop or an item chest. The Equip Wizard checks to see if the equipment piece is greater in statistics than the one currently equipped by the character. If so, the new piece is equipped automatically, with a message displaying the change.

If several characters' Equip Wizards are activated, the game starts with the character at the top of the party order and goes down the list. This function will be deactivated automatically if you manually change a character's equipment.



Tactics

The "Tactics" options allow you to control how the party enters the battlefield, as well as how AI-controlled characters behave.

STRATEGY

The "Strategy" screen displays all eight party members and the settings that control their combat behavior. The settings determine how the characters fight when controlled by AI.



Strategy Settings: Melee Fighters

Strategy	Behavior
Attack with all you've got!	Attacks and uses special arts.
Protect your friends!	Targets enemies that are attacking allies.
Save your special arts!	Uses special arts 1 out of 5-8 attacks.
Spread out and attack!	Attacks a different target than other allies are attacking.
Stay away from enemies!	Moves away if enemy comes within short range.
Don't do anything!	Character takes no action.

Strategy Settings: Spell Caster (Celine, Leon)

Strategy	Behavior
Attack with all your MP!	Casts spells repeatedly, does not use weapon.
Save your spells!	Casts spells 1 out of 8-10 attacks.
Spread out and attack!	Attacks a different target than other allies are attacking.
Don't use any spells!	Character will not cast spells and moves if enemy comes within short range.
Attack with your weapon!	Melee attacks only.
Don't do anything!	Character takes no action.

Strategy Settings: Healers (Rena, Noel)

Strategy	Behavior
Focus on healing friends!	Only casts healing spells on wounded characters.
Do what it takes to win!	Casts healing spells on allies and special arts against enemies.
Save your spells!	Only casts healing spells when ally HP is critical (orange).
Don't use any spells!	Character will not cast spells and moves away if enemy comes within short range.
Attack with your weapon!	Melee attacks only.
Don't do anything!	Character takes no action.

REPLACE

The "Replace" screen displays all eight party members and allows you to switch the party order of any two. You can also use this function to move members from the battle party into the reserves and vice versa.

FORMATION

This option allows the player to change the starting positions of the four party members on the battlefield. Typically, characters at the top of the party order are placed in forward positions, while characters in the last two slots are placed in protective positions at the rear. The formation chosen helps determine how fast the allies and enemies collide on the battlefield and who gets the advantage.

The default formation is "Linear," which features the characters lined up at the back of the battlefield. While this formation helps to counter ambush situations, it also spreads the party too thin and allows fast-moving enemies to easily divide and conquer. "Rhomboid 2" and "Forward Line" are two aggressive formations that allow the party to charge the enemies and fight together. "Defensive Right" and "Defensive Left" are great formations when you are expecting a high level of difficulty, such as during a boss fight.



LEADER

Sets one character as the party leader. When battle begins, the player controls this character.

Save Data

When exploring the World Map or standing at a Save Point, you can save your progress to a Memory Stick inserted in the PSP unit. Otherwise, this option is unavailable while exploring towns and dungeons. The options to load a save game or delete a file are always available.

MAKE MULTIPLE SAVES!

Sometimes heading in the wrong direction by mistake can lead to a boss fight and then out of an area before you've collected all the items or reaped all the benefits. Or, you may suddenly realize that an earlier choice has led to a great mistake. With 32 save files available, it's best to save your game at key points, such as before boss battles or sailing for new continents. Do not override these saves to avoid having to replay the game from scratch.

COMBAT

While traversing the World Map and hostile areas like dungeons and towers, the party randomly encounters enemies. When this occurs, the screen blurs and the game enters combat mode. Combat mode decides the outcome in the clash between the party and their enemies.

During combat, the ally party squares off against the enemy party. The player controls the leader, but can switch characters at any time between spell animations by pressing the button. Move the character you control using the directional buttons or analog stick. Press the button when in short range to attack an enemy. Employ devastating special arts by pressing the L or R buttons.



Default Combat Controls

Button	What It Does
buttons/Analog stick	Moves character
button	Basic attack or combo
button	Zoom out (Auto) or change target (Semi-Auto)
button	Change character
button	Open Command Circle
buttons	Use special arts/spells assigned to each button



1. Character Status: Includes each character's HP and MP gauges, status ailments, and the casting time gauge, which indicates the time before another spell can be cast.
2. Radar: Battle overview graphic. Blue dots indicate ally positions, while red dots indicate enemy positions. The circled blue dot indicates the player-controlled character.
3. Item Use: The item use indicator flashes after an item has been used. Another item cannot be used until the indicator vanishes from the screen.
4. Range: Indicates the distance between your character and the targeted enemy. Determines effectiveness of attacks and special arts.
5. Damage: White numbers detail damage sustained, while green numbers indicate health recovered.
6. Special Art/Skill: Identifies the special art or skill used.

Basic Attack

Press the button during combat to perform a character's basic attack, or press the attack button three times to perform a 3-hit combo. Basic attacks are only successful when the character is at short range from the target.

Parry

If a character is facing an enemy and not attacking or performing another action, there is a high chance that he or she can parry the normal attacks of an enemy. Therefore, it is not wise to continually press the button and hope for the best. Try to watch your target between your combos and look for movements that might indicate an impending attack. Parry, then counter for the win!



Targeting & Battlefield Overview

Targeting options can be changed in the Camp Menu between battles.

- **Auto:** Targeting is handled automatically by pressing the \times button. The player character automatically approaches and attacks the nearest enemy. The character changes targets if another enemy is closer when the \times button is pressed. Pressing the \square button in this mode causes the camera to zoom out for an overview of the battlefield.
- **Semi-Auto:** The character automatically targets, approaches, and attacks the nearest enemy. The character pursues and continues attacking that enemy until defeating them. Press the \square button to pause the action and change targets. While combat is paused, use the directional buttons or the analog stick to highlight an enemy with the cursor. Press the \times button to resume battle and attack the new target. Note that this mode of targeting displays the enemy names without needing to use Spectacles.

Changing Character

Press the \square button during combat to pause the action and select a new character to control. While the game is paused, use the directional buttons or the analog stick to highlight a character with the cursor. After deciding which character to control, press the \square button again to resume the battle in control of the new character. If the character was engaged in casting a spell or another action during the changeover, he or she will finish that action before you can input commands. Note that during this mode



of selection, you can still press the \square button to access the command circle giving you some extra time to safely switch between party members and use items or spells.

WHEN TO CHANGE CHARACTERS

With the proper setting of every character's strategy, there is little need to switch to other characters during a battle. However, if a character's strategy setting turns out to be something other than what you had in mind, then take control of that character during the battle and use the "Tactics" option from the control circle to make him or her behave differently.

If the character in control is defeated, paralyzed, or turned to stone, you must switch to another character to have any control over the battle. Otherwise, your allies may never come to your aid!

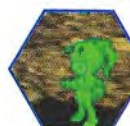
Special Arts

As characters achieve higher experience levels, they learn devastating special arts and spells for use both in and out of combat. Special arts take various styles, including double attacks, area attacks that target all enemies in a given area, and long-range projectiles that allow you to attack enemies outside a character's basic range. Press the L button or R button to perform a special art. Note that special arts must be assigned to the L or R buttons in the "Special Arts/Spells" screen prior to battle.



Status Ailments

Many enemies can inflict status ailments on characters through their attacks. Status ailments affect the characters' combat abilities and may also hamper their progress in the field. Certain items and spells remove status ailments during or after combat.



Poison

- Healing item: Aquaberry, Antidote, Medicine Bottle, and others.
- HP diminishes over time. Poison continues after the battle has ended. When navigating the map, walking causes HP loss.



Paralysis

- Healing item: Paralysis Cure, Medicine Bottle, and others.
- The character becomes unable to move. This ailment continues after the battle.



Petrification

- Healing item: Stone Cure, Medicine Bottle, and others.
- The character becomes unable to move. This ailment continues after the battle.



Daze

- Healing item: None
- The character is unable to move for a short time. Leveling up the Body Control skill can shorten the duration of this effect.



Incapacitated

- Healing item: Resurrection Elixir, Resurrection Mist, and others.
- A character collapses when his or her HP reaches zero. He or she is unable to perform any actions in this state. This ailment continues after the battle.

Surprise Attacks

Sometimes battles begin with a surprise attack by the enemy. When this occurs, your party starts the fight in a dazed state. The enemies may get a first strike advantage, depending on each character's Body Control skill level and any accessories equipped that help characters recover from Daze status. Types of surprise attacks include:



- **Back Attack:** Enemies appear behind the party.
- **Ambush:** Enemies drop in the midst of the party from above.
- **Surround Attack:** Enemies surround the party from the front and rear.

Command Circle

Press the \square button during combat and the "Command Circle" will appear over your character's head. Use the directional buttons or analog stick to scroll left or right through the options and press the \times button to select one. If necessary, the selection window opens, allowing you to select items to use, spells to cast, or a new combat strategy for the character when he or she is controlled by AI.

- **Item:** Use an item on an ally or the enemy party. Open the selection window and hover over each item momentarily to view a brief item description.
- **Symbology:** Cast a spell; for spell casters only.
- **Tactics:** Change the character's strategy (AI behavior during battle). Must change control to another character to observe the effect.
- **Escape:** Attempt to flee the battle. The chance to escape as well as the time required is determined by the average statistics of the party members compared to the average level of the remaining enemies. Escape cannot be canceled once started.



Victory

When the last enemy is defeated, the battle is won. The camera centers on the character who delivered the final blow. Next, a series of messages display how much experience and FP the party has acquired from the battle. Additional messages indicate whether a character leveled up and how many skill points he or she received. When combat mode ends, the game returns to map navigation mode.

Battle Tips

- As mentioned previously, do not attack with wild abandon. Attempt a combo, parry the enemy's counter, and then attack again.
- Team up with others to attack a single foe. The best way to dominate the battlefield is to quickly remove enemies from it. Then, the stragglers are easier to overwhelm.
- Attack enemies from behind. Such attacks always hit and inflict damage. Try to pinch an enemy between two melee fighters for best results.
- Monitor the status of other characters as well as the one you control. Don't wait for spell casters to heal comrades, or they might surprise you by casting some other spell.
- If no spell casters are in the party, stock up on items like Flare Bombs and use them to damage all enemies at once.
- Conserve MP for major battles. If a character is constantly using special arts and short on MP, he or she will drain your supply of Blackberries and Sour Syrups. Either take control of the character until he or she regains some MP after a few battles or change the strategy to "Save your special arts!"
- If no healers are in the group, stock up on Blueberries before leaving a town.
- Save rarely found items like Faerie Elixirs and Resurrection Mists for the final battles of the game.
- Leveling up makes characters stronger, thereby making battles easier. If enemies in a new area seem more difficult, buying better equipment, raising skill levels, and fighting a few extra battles against weaker foes can help ease the challenge.

Character Relations

The game keeps track of inter-character relations with a hidden points system. These points are tracked in the form of Friendship Points (FP) and Romance Points (RP). All relationships start with an average base score of four to seven Friendship and Romance Points, but on an uneven keel. While one character may have strong feelings for another, those feelings may or may not be returned.

Certain choices during Private Actions can add or subtract Friendship Points or Romance Points from the relationship. Relationship scores can affect the endings of the game. If the way a character feels about another character reaches a combined score of eight or higher, then he or she will react in combat if the character they care about falls to 0 HP. For instance, if Claude's feeling for Rena is a score of eight or higher and she falls in combat, Claude enters a rage state wherein his attack power doubles for 10 seconds afterward. But if Rena's combined affection score for Roddick is less than eight, she will not react the same way if he falls in front of her. However, keep in mind that this rage state can only be triggered if a character is not attacking when a companion falls. Similarly, if a character is paralyzed, petrified, or incapacitated, then the rage state cannot be activated.

To determine the combined affection score, the game doubles Romance Points and adds the Friendship Points. Thus, if Claude has eight Romance Points and eight Friendship Points for Rena, his combined affection score is $8 \times 2 + 8 = 24$. He will go berserk in combat if she falls in battle. But if Rena has two Romance Points and one Friendship Point for Claude, her score is $2 \times 2 + 1 = 5$. Since her combined affection does not meet the criteria, she will not enter rage state if Claude gets KO'ed.



MAIN QUEST



This chapter summarizes the main story scenario of *STAR OCEAN: Second Evolution*. Events in the game vary based on your initial choice of protagonist (Claude or Rena) and the actions taken during the game. These choices determine which ending(s) the player views.

As a result, the game can be played multiple ways with no one set of choices being discernibly the best. Furthermore, not all characters can be recruited in a single game, emphasizing the need to play through the game multiple times.

This guide attempts to simplify the scenario complexities by noting the occurrence of important choices. The purpose of the "Overview Flowchart" (see the following section) is to show the points at which the story varies based on your choice of main protagonist. For each note on the Overview Flowchart, an "Objective List" can be found later in the chapter. Characters are inserted on the flowchart at points where they can be permanently recruited, if certain criteria are met.

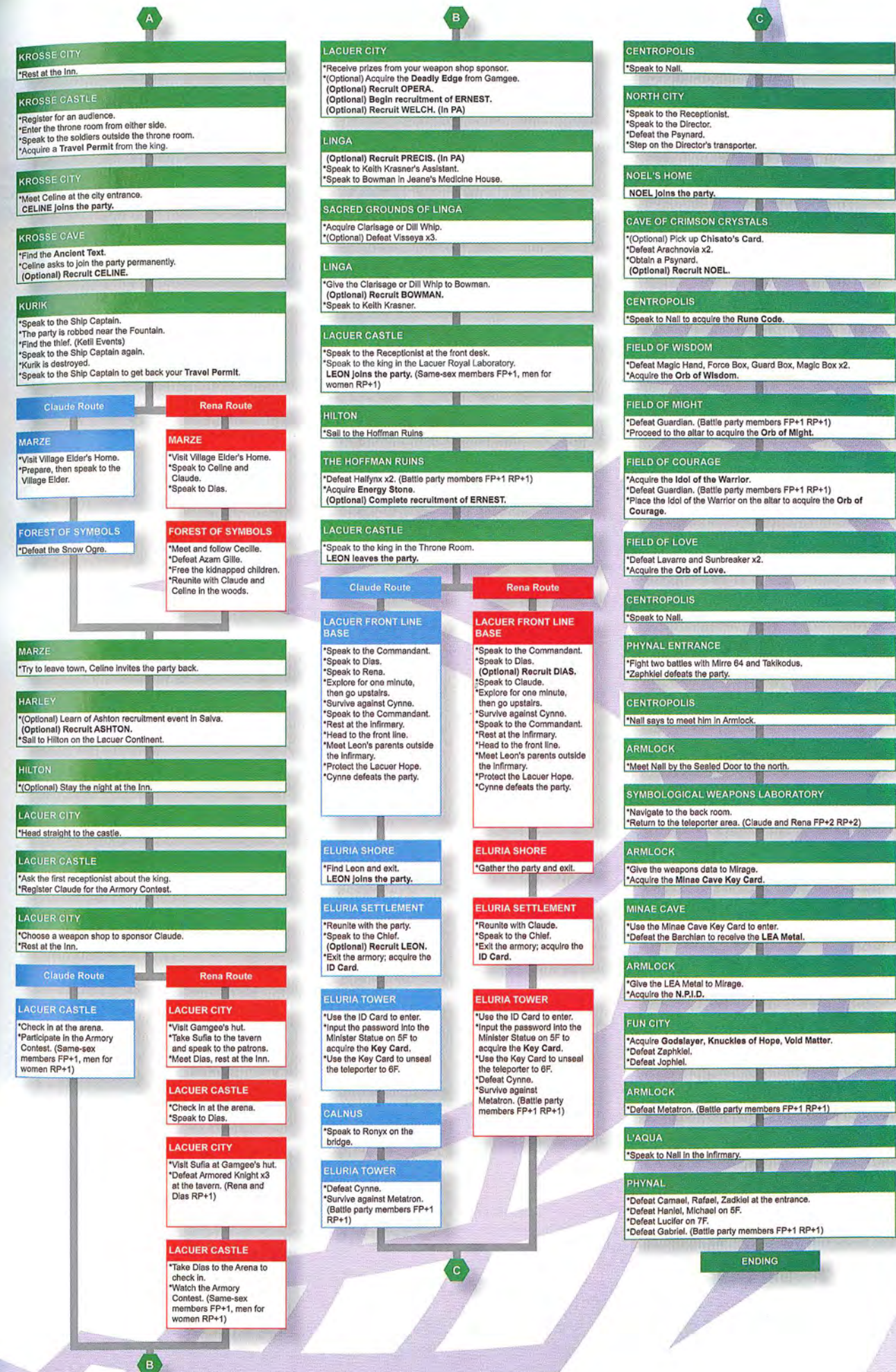
The "Quick Character Recruitment" section summarizes the criteria for convincing each character to join your party. Additional information indicates how the player must choose one character over another in certain cases.

The rest of the chapter is broken down by location in basic order of exploration. Each section contains area maps with connectors to aid navigation. Additional markings on the map show item chests, locations of shops and interiors (including chests), and numbered locations of Non-player Characters (NPCs) that party members with the Pickpocket skill can rob.

If the area is a civilized town or city, the section lists include shop lists with inventory and prices, and pickpocket list(s) with items and percentage chances of success. If the area is a dungeon or wilderness location, then check out the Enemy Data information for images and statistics of enemies within that particular area.

The "Objective List" shows the actions players must perform to keep moving forward in the game. If the goals vary depending on the selection of Claude or Rena, two Objective Lists may be present. Follow the Objective List that suits your choice of protagonist. List items marked "PA Arlia01" and the like indicate the availability of Private Actions following the completion of an action or event. Refer to **Chapter 5: Private Actions** for more information about PAs and the criteria necessary to view them.

Overview Flowchart



CHARACTER RECRUITMENT NOTES

Having the ability to permanently recruit a character into your party is based on making certain choices, taking specific actions, viewing particular Private Actions, and other criteria. Review this section before starting a new game to determine who you would like to recruit and what choices to make to achieve your goals.

Choice of Characters

As previously indicated, the player cannot recruit every available character during a single playthrough of the game. The maximum number allowable in a party is eight. This section aims to help you choose in advance which characters you would like to recruit during your game and which characters may be left out as a result.

LEON OR DIAS

The initial choice of protagonist determines one choice of character. If Claude is chosen as the protagonist, then Dias cannot be recruited and Leon can eventually join the party. If Rena is the protagonist choice, though, then Dias can join the party while Leon is left out.

Opera + Ernest

Ernest Raviede can only be recruited if Opera Vectra is already a member. This requires the player to follow the steps required for recruiting Opera rather than Ashton Anchors. Thus, the player can recruit both Opera and Ernest, or Ashton.

Ashton or Opera

Before departing the Krosse Continent for the first time, the player has the opportunity to return to the Salva Mines, explore the west sector, and recruit Ashton Anchors. If the player chooses this option, then Opera Vectra cannot be recruited, which in turn leaves out Ernest as well. But Ashton is a great character with a fantastic background and story, so recruiting him rather than the other two is a valid choice. Plus, enlisting only Ashton leaves more room in the party to recruit Noel, Chisato, or Welch later.

Precis or Bowman

The player encounters Precis during the first visit to Linga, but shortly after meeting her, she disappears. To find her again, simply perform a Private Action. She'll be standing in front of Bowman's Pharmacy. However, if the player does recruit Precis, then recruiting Bowman is no longer an option.

When you meet Bowman in Linga after the Lacuer Tournament, he'll send you on an errand to find a rare herb in the Sacred Grounds of Linga. After successfully completing this task, Bowman will take the player to meet Keith. In a later scene, Bowman will ask to join the party on their quest to uncover the secrets of the Sorcery Globe. If Precis is already present in the party, this scene will not occur.

Recruitment Summarized Steps

The methods of recruiting each character are summarized below. Keep these steps in mind and use them to expand your party as you reach the locations noted here.



CELINE JULES

1. After the mage showdown in Krosse City, ask Celine to join the party temporarily, then...
2. After the Gargoyle boss fight at Krosse Cave, ask her to join the party permanently.



ASHTON ANCHORS

1. Enter Harley after Kurik is destroyed and speak to the two men near the entrance, then...
2. Return to the Salva Mines, find Ashton in the west sector, and "take responsibility" for what occurs.



OPERA VECTRA

1. View PA Krosse07 at Krosse City, then...
2. Ignore rumors of a twin-headed dragon in Salva, and instead go to Lacuer for the Tournament of Arms. Next, visit the Ship of Fools tavern in Hilton and meet Opera Vectra, then...
3. Return to Krosse Castle and meet with the king. He gives you permission to enter the Mountain Palace and 10000 Fol, then...
4. Enter the Mountain Palace and explore "Path B" (as marked on this walkthrough's map). Upon meeting Opera inside, choose the option "Yeah, let's do this together."



LEON D.S. GEHSTE

1. Choose Claude as the protagonist, then...
2. Arrive in El and find Leon on the shore, then...
3. Speak to the chief of the Eluria Settlement, then...
4. Invite Leon to join the party.



NOEL CHANDLER

1. Accompany Noel to the Cave of Crimson Crystals, then...
2. Defeat the Arachnovias to save the Psynard, then...
3. Accept Noel's request to join the party.



DIAS FLAG

1. Choose Rena as the protagonist, then...
2. Encounter Dias at the Lacuer Front Line Base, then...
3. Invite Dias to join the party.



WELCH VINEYARD

1. Have at least four members in your party, not including Leon, then...
2. Visit Lacuer on a Private Action (after meeting Bowman, but before the Lacuer Front Line Base), then...
3. Head for Lacuer Castle, then...
4. Give in to Welch's demand to join your party.

**Welch will join your party if you choose either the first or second option. For a little added fun you can choose the "Something's not quite right" option three times. But be careful! Choose it a fourth time and she's gone for good!*



PRECIS F. NEUMANN

1. Enter Linga to meet Precis during your first visit, then...
2. Exit the town, then...
3. Return on a Private Action, then...
4. If you're playing as Claude, head to Bowman's Pharmacy, where you'll find Precis standing outside. If you're playing as Rena, head to the garage south of Linga's entrance, then...
5. Accept her request to join your party by selecting "Sure, why not."



BOWMAN JEANE

1. Meet Bowman in Linga after the Lacuer Armory Contest, then...
2. Head to the Sacred Grounds of Linga to find the rare herb for Bowman, then...
3. Bring the rare herb back to Bowman and he'll take you to meet Keith, then...
4. Accept Bowman's request to join your party.

**If Precis is in the party, Bowman will not offer to join you.*



ERNEST RAVIEDE

1. After Opera has joined your party, visit Arlia on a Private Action, then...
2. Find Opera on Mayor Regis's balcony and she'll tell you about her ship, then...
3. Head to Sacred Forest to find Opera's ship, then...
4. Exit the Hoffman Ruins after acquiring the Energy Stone (Ernest will appear), then...
5. Defeat the Ghost possessing Ernest, then...
6. Tell Ernest and Opera to stay.

**If you choose to let Ernest leave, Opera leaves with him.*



CHISATO MADISON

1. After arriving on Energy Nede, head to the Centropolis Inn (Chisato is spying on you), then...
2. Find Chisato again on your way to the Psynard Lab in North City, then...
3. Grab an out-of-the-way treasure chest in the Cave of Crimson Crystals (by the edge of a cliff), then...
4. Watch Chisato appear and then run away (dropping her business card behind her!), then...
5. Pick up Chisato's Card, then...
6. Head to The Nede Times office in the Centropolis and speak to Chisato, then...
7. If your party is not already full, ask Chisato to join you.

Protagonist Choice: Claude or Rena?



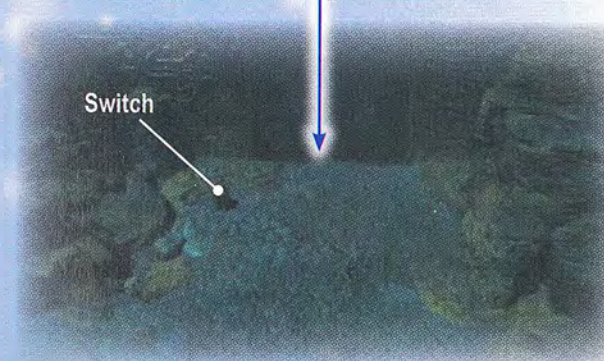
The choice of main protagonist offered at the start of a new game affects the events of the game, the choices available, and the actions required for continuing. In combat, Claude is a melee fighter who jumps into the thick of action. Rena is a melee fighter, healer, and symbologist who is better off standing back and casting spells. Though there are times where you will only have access to one or the other, these instances are rare. Thus, while you could make your choice based on how you prefer to take part in combat (Claude engages in a few more combat sequences), this should not be the sole determining factor. *STAR OCEAN: Second Evolution* features a very prominent story element, so choose the character whose backstory you find most interesting!

MILOKEENIA

OBJECTIVE LIST

1. Examine the door controls.
2. Head north to the machinery.

Milokeenia Site Map



CLAUDE'S MISTAKE

Milokeenia is a planet visited only if you select Claude as the protagonist. If Rena is chosen, please skip ahead to the "Sacred Forest" location in this walkthrough. After Claude's father, Ronyx, gives him the **Phase Gun** special art, the landing party continues north. Outside the mysterious entrance, examine the twinkling column on the left to open the massive door.



Examine the control panel to clear the path.



Ensigns should never travel with the away team.

Inside the cave, speak to the other officers. Next, head north until Claude finds some strange machinery. His foolhardiness triggers a rift, sending Claude far from Milokeenia.

LOOK FOR NIMBLE FINGERS

The Nimble Fingers talent makes the Pickpocketing specialty easier to perform. Pickpocketing allows your protagonist to steal extra items and equipment from NPCs in towns and cities. Whether you choose Claude or Rena, press the **△** button to open the menu at the first opportunity. Scroll down the Status screen to see if Nimble Fingers is among the protagonist's talents. Without the Nimble Fingers talent, the chances of Pickpocketing success are next to none. If your protagonist does not have the Nimble Fingers talent, consider starting over if you want to pickpocket NPCs. The chances of Claude or Rena knowing Nimble Fingers from the start are good, but the chances are much slighter that they may learn Nimble Fingers later on.



SACRED FOREST

ENEMY DATA

Ghark	
HP	2000 WEAK VS. None
DROP	None

OBJECTIVE LIST

1. Examine the door controls.
2. Head north to the machinery.

Sacred Forest



CLAUDE



OBJECTIVE LIST

1. Defeat the monster attacking Rena.
2. Follow Rena back to Arlia.



SUDDEN APPEARANCE

If Claude is the chosen protagonist, he sees Rena being attacked by a Ghark. Move south and touch the Ghark to commence a battle. Without equipment, Claude's only means of defeating the Ghark is his Phase Gun attack. Move within close range of the Ghark and use Claude's special art repeatedly to defeat the monster. Afterward, follow Rena to the next area, where she rejoins Claude and escorts him back to her village of Arlia.



Rescue the damsel in distress.



OBJECTIVE LIST

1. Explore Arlia. (Optional)
2. Navigate through the Sacred Forest.
3. Return to Arlia with Claude.

FOREST GATHERING

When Rena is the protagonist of choice, the game begins in her house. Collect the items in her house and the village of Arlia. Then, travel through the village's south gate to the Sacred Forest.



Everyone in Arlia likes Rena.

Proceed all the way through the Sacred Forest to the third area. When a Ghark attacks Rena, a mysterious stranger comes to her aid. The game controls the following battle, but Rena accumulates 300 Fol afterward nonetheless.



ARLIA

OBJECTIVE LIST

1. Examine the door controls.
2. Head north to the machinery.

Arlia Village



SHOP

Item Shop "Arlia Goods"

ITEM	FOL
Sandals	10
Rose Hip	230
Lavender	490
Aquaberries	105

Item Shop "Arlia Goods"

ITEM	FOL
Blackberries	200
Blueberries	60
Spectacles	8

ARLIA PICKPOCKET LIST

#	NPC	Item	Diff.
1	Lucien	100 Fol	2
2	Young Girl	Blackberries	1
3	Elderly Person	100 Fol	1
4	Dumdum	Weird Doll	8
5	Man	Blueberries	1
6	Ketil	Gold Ring	5
7	Girl	24 Fol	1
8	Lady	Vegetables	1
9	Elmyra	Rainbow Diamond	8
10	Lou	10 Fol	1
11	Boy	Santa's Boots	8
12	Father Marshall	Silver Cross	2
13	Young Girl	Sour Syrup	1
14	Boy	10 Fol	3
15	Ketil's Mother	Blueberries	1
16	Hahn	120 Fol	2
17	Young Woman	500 Fol	3

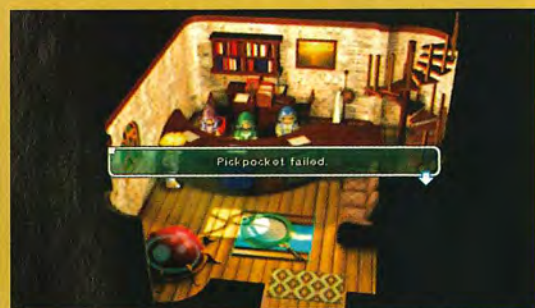
#	NPC	Item	Diff.
18	Boy	Pebbles	1
19	Girl	Strawberry Jam	1
20	Bosman	Compress of Veda	4
21	Westa	Necklace	1
22	Regis	Resurrection Elixir	2
23	Servant	Fried Egg	1
24	Ashton	Necklace	2
25	Leon	Hermetic Philosophy	2
26	Welch	Potion of the Winds	2
27	Claude	Strength Bottle	2
28	Celine	Medicine Bottle	2
29	Dias	Silver Greaves	5
30	Noel	Stone Cure	3
31	Opera	Flat Soda	2
32	Bowman	Athelas	3
33	Ernest	Fountain Pen	4
34	Chisato	Fountain Pen	2
35	Rena	Brass Knuckles	3

REGARDING PICKPOCKET LISTS

The Pickpocketing specialty requires a character with the Nimble Fingers talent, or the ability to develop it, and either the Thief's Glove or the Magician's Glove equipped. To attempt to steal from an NPC, approach the target and press the **○** button. Each NPC's difficulty level determines how easy or hard it is to steal from them, ranging from 1 to 16. Characters with a higher Pickpocketing specialty skill level have a better chance of stealing an item.

If a character fails to pickpocket an NPC, you cannot try again. If Pickpocketing fails, you can reload your last save and try again. For this reason, it's a good idea to save your game each time a pickpocket attempt is successful.

Player characters listed can be robbed during a Private Action. Only a protagonist with the Nimble Fingers skill, a Thief's Glove or a Magician's Glove, and the Pickpocketing specialty can steal from party members. Both Claude and Rena have a good chance of knowing the Nimble Fingers talent from the start, but possess little chance of learning it later. If you want to pickpocket other player characters during a Private Action, you should consider restarting your game until your protagonist possesses Nimble Fingers.



Pickpocket failed.



OBJECTIVE LIST

1. With Claude, speak to everyone in Arlia.
2. Enter Rena's Home.
3. Ask the village folk about Claude.
4. Find Claude in west Arlia.
5. Return to Rena's Home for dinner.
6. Get Mayor Regis from his house.
7. Return to the third area of the Sacred Forest.
8. Returning to town, encounter Allen on the bridge.

STRANGE VISITOR

With Claude in the party, speak to everyone in Arlia to show him around. Rena's Home is in the south part of east Arlia. Head there after making the appropriate introductions.



Welcoming someone to the village is a big responsibility.



OBJECTIVE LIST

1. Explore Arlia. (Optional)
2. Visit Rena's Home.
3. With Rena, speak to everyone in Arlia.
4. Return to Rena's Home.
5. Try to go downstairs in Rena's Home.
6. Return to the bedroom and exit.
7. In Mayor Regis's Home, go downstairs.
8. Visit Rena at the Sacred Forest. (Optional)
9. Exit Arlia via the north gate. Go to Salva.

Stock Up Before Leaving!

Prior to leaving Arlia and setting out for Salva, purchase a few Blueberries. Although the enemies in the region aren't the toughest, it's better to be prepared!

RENA

After Rena speaks to her mother, she must find Claude and bring him back. Search the village and speak to all the citizens to find clues. After searching for him in at least two locations, Claude appears in west Arlia near the bridge over the stream. Speak to him and he'll rejoin the party. Then, return to Rena's Home.



Inquire with the locals to determine Claude's whereabouts.

After the next long scene, head to the easternmost house in Arlia (the one with a green drape over the entrance). Inside is Mayor Regis, the village leader. Head back to Rena's Home following the scene. The next morning, revisit the Sacred Forest and return to the location where Rena first encountered Claude. After another scene, return to the south village entrance to find Rena's old friend Allen. However, Allen doesn't seem so friendly anymore. The action resumes inside Allen's Mansion in Salva.



Return to the same spot in the Sacred Forest where Rena met Claude initially. When exiting the forest, Allen interrupts Rena.

CLAUDE

UNDEVELOPED VILLAGE

During Claude's first trip through Arlia, he can speak to the wary inhabitants. Hahn the shopkeeper does not offer to sell goods to Claude alone. After speaking to everyone and collecting the items, enter Rena's Home in the south portion of east Arlia.

After Rena joins the party, speak to everyone in Arlia again to trigger a few small scenes. Now that Rena has made everyone more comfortable with Claude, the shopkeeper offers to sell items.

Follow the objectives listed previously through a series of scenes. After a long talk with Mayor Regis, revisit the Sacred Forest and talk to Rena to view an optional scene.



Enter Rena's Home in the southeast part of Arlia.



NPC reaction to Claude is different with Rena in tow.



Why does Rena want to be alone in the Sacred Forest? Maybe the stranger on the bridge knows...

KROSSE CONTINENTAL MAP

Krosse Continent



ENEMY DATA

ARLIA, SALVA REGION

Lizard Axman

HP 60 WEAK VS. Light
DROP Blueberries (6%), Necklace (4%)



Thieving Scum

HP 3 WEAK VS. None
DROP Blueberries (6%), Necklace (4%)



ENEMY DATA

KROSSE REGION

Armored Knight

HP 180 WEAK VS. None
DROP Blueberries (6%)



Alraune

HP 120 WEAK VS. None
DROP Mandrake (6%), Rose Hip (6%)



Landworm

HP 200 WEAK VS. Light
DROP Antidote (6%)



Lizard Axman

HP 60 WEAK VS. None
DROP Blueberries (6%), Necklace (4%)



Robber Axman

HP 400 WEAK VS. Light
DROP Antidote (8%)



Slime

HP 200 WEAK VS. Light
DROP Slimy Gelatin (2%)



Thieving Scum

HP 3 WEAK VS. None
DROP Spectacles (6%), Ugly Accessory (7%)



Witchette

HP 20 WEAK VS. None
DROP None



ENEMY DATA

DESERT REGION BEYOND LASGUS MOUNTAINS

Hourglass

HP 3000 WEAK VS. Water, Fire
DROP Faerie Elixir (25%), Damascus (29%)



Sandworm

HP 1000 WEAK VS. None
DROP Orichalcum (24%), Damascus (30%)



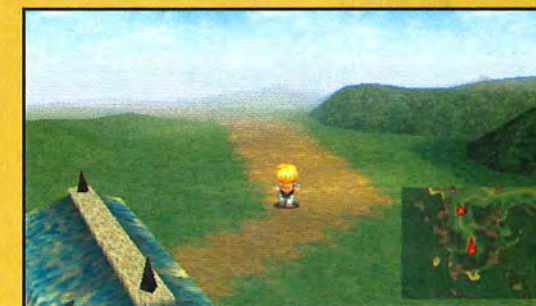
Shadow Flower

HP 1200 WEAK VS. None
DROP Mandrake (24%), Artemis Leaf (36%)



THE ROAD IS CLEAR!

Random battles occur as the player character moves across the world map. The type of terrain crossed determines the frequency of battle occurrence. Forests and beaches have a high frequency of battles, whereas fewer battles occur when crossing grasslands. Roads have the lowest occurrence of random battles. Since the distance from Arlia to Salva is so short, it's quite possible to cross the distance without a single battle occurring by sticking to the road. But doing so won't let your characters gain levels as quickly.



SALVA

Salva Mining Town



SALVA PICKPOCKET LIST

#	NPC	Item	Diff.
1	Combatant*	Dull Blade	1
2	Young Girl	Ruby	3
3	Man	Artemis Leaf	2
4	Man	Magic Clay	1
5	Youth	500 Fol	2
6	Girl	Silver Idol	1
7	Young Girl	Blurry Photo	1
8	Dok	Resurrection Elixir	1
9	Ruddle	Veda Idol	4
10	Youth	Wolfsbane	3
11	Youth	24 Fol	1
12	Youth	Amulet of Freedom	2
13	Child	Pet Food	1
14	Granny	Spectacles	1
15	Woman	Gold Idol	3
16	Woman	Music Box	3
17	Bartender	Medicine Bottle	1
18	Laborer	Banana Frappe	2
19	Laborer	Gold	1
20	Laborer	Silver	1
21	Talentless Youth	Resurrection Elixir	3
22	Combatant*	Victory Card	2
23	Combatant*	Bastard Sword	2
24	Combatant*	Iron Helmet	2
25	Combatant*	Stringy Sword	2
26	Combatant*	Padded Armor	1

* Appears at the same time Ashton appears in the Salva Mines.

#	NPC	Item	Diff.
27	Butler	Flat Soda	1
28	Tucks Family Maid	12 Fol	1
29	Cook	5 Fol	1
30	Soldier*	Wooden Shield	2
31	Faye	Crystal	2
32	Ferguson	Iron Greaves	4
33	Mother	Resurrection Elixir	3
34	Boy	Illusion Doll	1
35	Yuki	Apple Jam	2
36	E. Watby	Secret Account	8
37	Traveler	Mental Potion	2
38	Tourist	Compress of Veda	5
39	Opera	Benefaction Card	2
40	Ashton	Silver Pendant	1
41	Precis	Mechanic's Toolbox	3
42	Leon	Secrets of the Earth	3
43	Celine	Succubus Perfume	2
44	Bowman	Lavender	2
45	Ernest	Silver Ring	5
46	Rena	Sapphire	2
47	Dias	Fine Shield	5
48	Opera	Silver Pendant	2
49	Welch	Critical Card	2
50	Noel	Pet Food	1
51	Claude	Suede Boots	1
52	Dog	Philosopher's Stone	N/A
53	Woman	50 Fol	N/A

SHOPS

Jam Shop "The Kicking Dolphin"

ITEM	FOL
Strawberry Jam	50
Raspberry Jam	60
Apple Jam	70

Jewelry Shop "The Faerie's Tear"

ITEM	FOL	ITEM	FOL
Necklace	1200	Rose Hip	230
Ruby Earring	6000	Athelas	660
Silver Barrette	1300	Aquaberries	105
Iron	200	Blackberries	200
Silver	200	Blueberries	60
Gold	300	Spectacles	8

Weapon Shop "The Jeweled Dagger" (Inside Jewelry Shop)

ITEM	FOL
Longsword	200
Twin Fury	850
Brass Knuckles	110
Leather Helmet	50
Leather Armor	300
Sandals	10
Leather Greaves	50



OBJECTIVE LIST

1. Explore Salva. (Optional)
2. Speak to the staff inside Allen's Mansion.
3. Return to Arlia to find out that Rena is missing.
4. Return to Allen's Mansion in Salva.
5. Find the secret passage in the study.
6. Enter the Salva Mines.

LEADERSHIP IN QUESTION

Visit Allen's Mansion on the east side of the north area. Speak to the Butler and the Tucks Family Maid inside to find out what little you can about Allen. Next, exit Salva and return to Arlia.

Westa, Regis, and several others await Claude's return at Arlia's north gate. Allen has kidnapped Rena! Return immediately to Salva. Re-enter Allen's Mansion and go through the doorway on the right to enter the study. Claude finds **Rena's**

Hairpin on the floor, proving she's been there recently. Examine the glimmering statue in the corner to reveal a secret passage behind one of the bookcases. The secret passage provides access to the southeast corner of the Salva Mines.



Claude faces a grim welcome back in Arlia.



Examine the glimmering statue in the back corner to access the secret passage in Allen's study.



Several of the townsfolk report strange events surrounding the town leader, Allen, who is currently filling in for his father.



Speak to the staff in Allen's Mansion to discover some news.



OBJECTIVE LIST

1. Find the secret passage in Allen's study.
2. Enter the Salva Mines.

ESCAPE FROM ALLEN'S MANSION

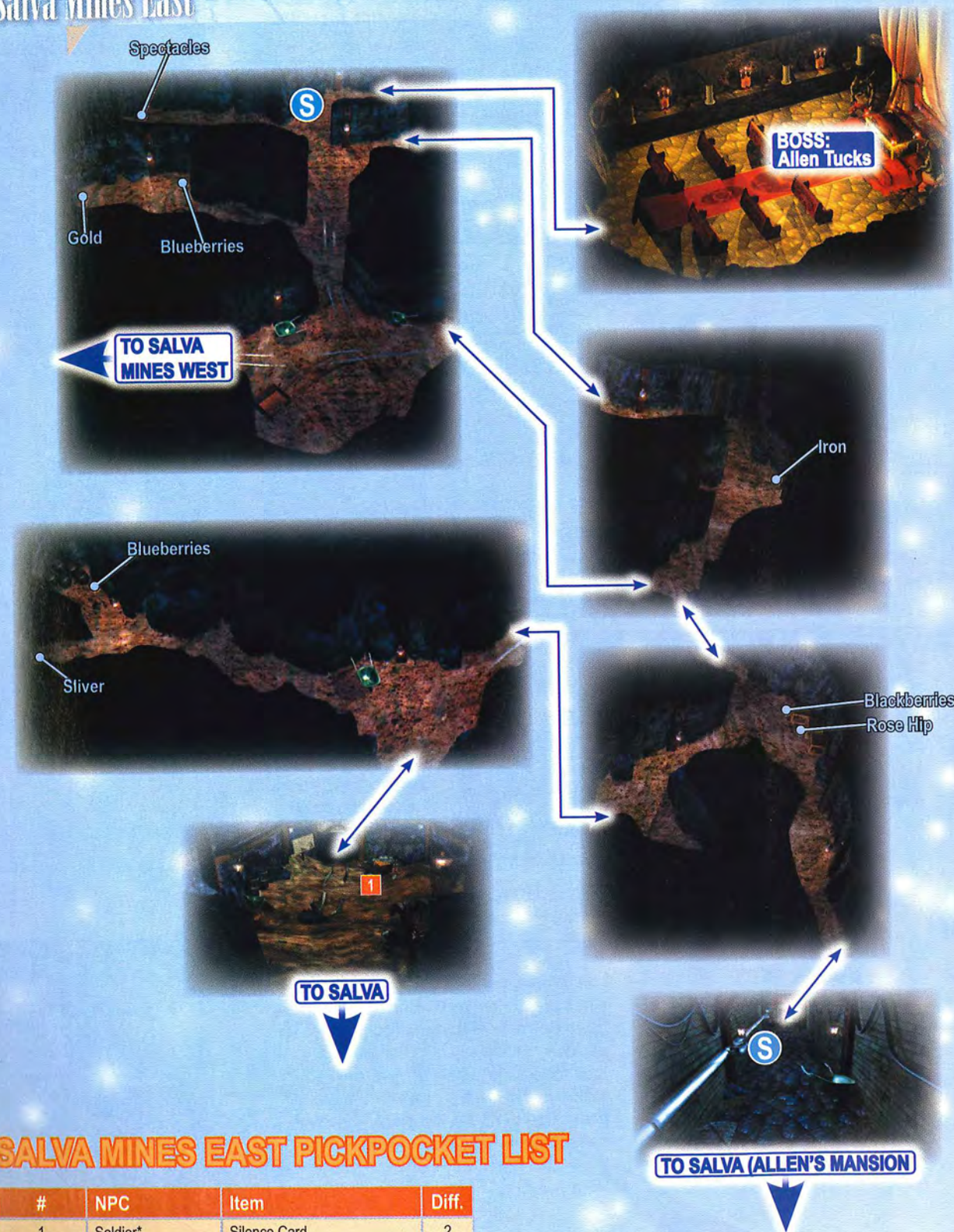
After exploring Allen's Mansion, head downstairs and go through the doorway on the right. In the study, look for a glimmering light on a statue in the back corner. Examine the statue to reveal the secret passage into the Salva Mines. Enter the mines in the hopes of escaping from Allen.



Collect Portrait B from the item chest in the guestroom.

SALVA MINES

Salva Mines East



SALVA MINES EAST PICKPOCKET LIST

#	NPC	Item	Diff.
1	Soldier*	Silence Card	2

* Appears at the same time Ashton appears in the Salva Mines.

ENEMY DATA

RENA RESCUE EVENT

Kobold

HP 65 WEAK VS. Fire
DROP Rose Hip (6%)

Lizard Axman

HP 60 WEAK VS. Light
DROP Blueberries (6%), Necklace (4%)

Thieving Scum

HP 3 WEAK VS. None
DROP Spectacles (6%), Ugly Accessory (7%)

Vorpall Bunny

HP 120 WEAK VS. Wind
DROP Rabbit Risotto (6%)

Vorpall Bunnies Are Dangerous!

In spite of their amusing appearance, Vorpall Bunnies can inflict massive amounts of damage, especially when exploring the mines alone. Do not press the button to attack the closest target automatically, as this may cause the character to sustain more projectile attacks. Instead, move the character manually. This leaves you in control, allowing you the opportunity to dodge projectiles.



OBJECTIVE LIST

1. Navigate to the altar room.
2. Defeat Allen Tucks.
3. After returning to Arlia, enter Mayor Regis's Home.
4. Approach Mayor Regis to learn Renna's secret.
5. After Renna speaks with Claude during the night, meet her on the bridge in west Arlia.
PA Arlia01
PA Salva01
PA Kuriko1

TRAILING ALLEN

Use the maps for Salva Mines East to locate precious items, then proceed north through the central cave to the Save Point. While standing at the Save Point, be sure to recover HP and MP by using items and record your progress before proceeding to the altar room to confront Allen Tucks.



During Renna's rescue mission, only the eastern portion of the stage is available to explore. Attempting to move past the sign warning of dragons causes the protagonist to turn back automatically.



Allen practices some strange courting rituals.



OBJECTIVE LIST

1. Navigate to the altar room.
2. Defeat Allen Tucks.
3. Attempt to exit Arlia via the southwest gate.
4. Speak to Claude on the bridge.
PA Arlia02
PA Kuriko1
PA Harley01
PA Harley02

THE DIRECT APPROACH


Since Renna's talents lie mainly in healing and spell casting, navigating the mines alone is very difficult. Remember to recover during and between battles by casting her Heal spell. The best strategy is to navigate directly to the altar room to the north. Collect any items along the route, but do not spend too much time exploring the mines with Renna alone. The two confront Allen and then the flow of events takes them back to Arlia. At this point, you may return to Salva, reenter the mines, and collect any items remaining in the east tunnels.

BOSS ALLEN TUCKS

HP
400


WEAK VS.
LIGHT

ITEM DROP
NONE

Claude must attack Allen while Rena stands back and heals Claude. Press the  button to switch characters if necessary and take control of Claude. Approach Allen and strike him repeatedly. Try to anticipate Allen's counterattacks, and move away just beforehand. If Claude's HP runs low, simply retreat from Allen until Rena casts her next Heal spell.



PRIVATE ACTIONS AVAILABLE!

After some events in Arlia, Claude and Rena permanently join forces and set out for Krosse Castle to see the king. Upon exiting Arlia, you'll notice the "Private Action" icon in the upper-right corner of the screen. This icon appears when the protagonist is standing near a town or city. Press the  button to initiate a Private Action.



During a Private Action, the party splits up and investigates the town individually. Only the protagonist (Claude or Rena) remains in the party. Other party members can be found standing around town and you can even pickpocket them with the proper skills and equipment.

Speaking to party members or certain individuals in town during a Private Action will occasionally initiate extra scenes.



Sometimes dialog choices made during these scenes can affect the relationships between characters. A few Private Actions are available regardless of the choice of protagonist, but the occurrence of most is dependent upon your choice of Claude or Rena. More about character relationships and Private Actions is explained in Chapter 5: Private Actions.

Salva Mines West

ENEMY DATA

DRAGON FIGHTER EVENT

Beastmaster

HP 840 WEAK VS. None
DROP Necklace (6%), Ruby Pendant (7%)



Gerel

HP 600 WEAK VS. Earth
DROP Antidote (8%)



Green Gelatin

HP 460 WEAK VS. Fire
DROP Item Drop Gelatin Steak (4%),
Damascus (2%)



Sandglass

HP 780 WEAK VS. Fire
DROP Faerie Elixir (5%)



Scylla

HP 880 WEAK VS. Fire
DROP Oil of Paralysis (6%)



Werewolf

HP 750 WEAK VS. Wind
DROP Antidote (6%)

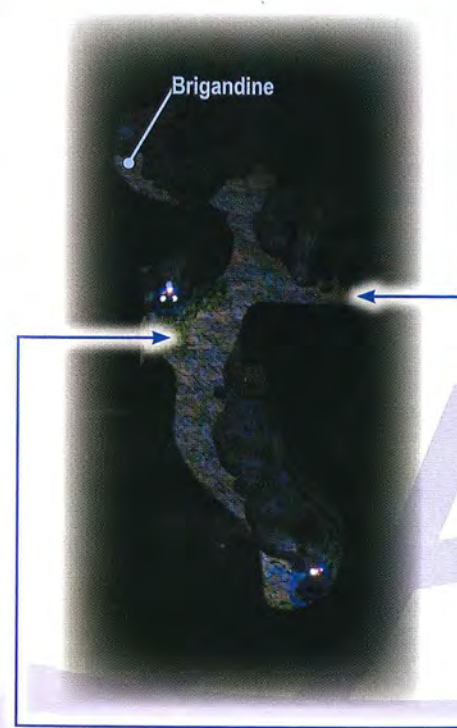


Witchette

HP 20 WEAK VS. None
DROP None

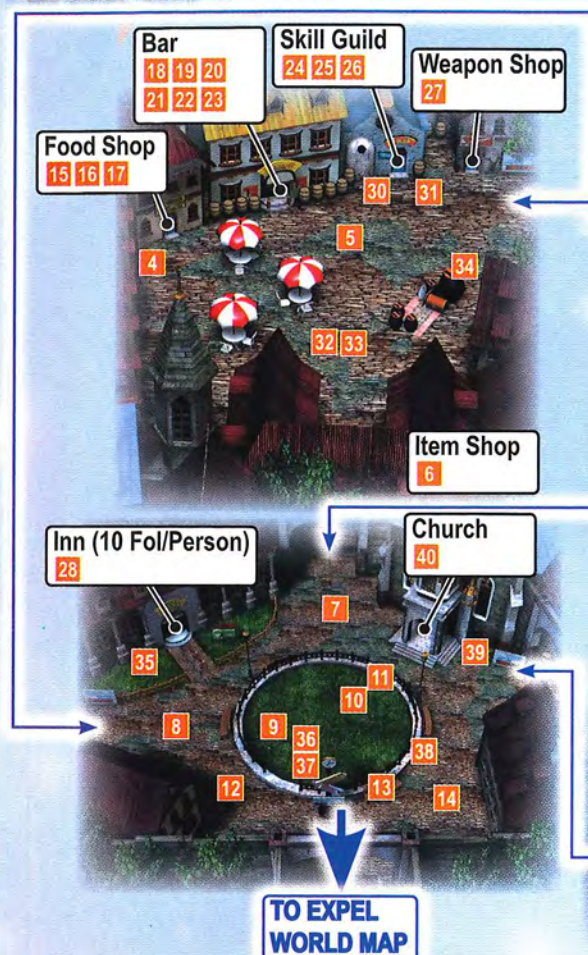


Salva Mines West



KROSSE CITY

Krosse City



OBJECTIVE LIST

1. Stay at the Kingdom Hotel for the night, free of charge.
PA Salva02
PA Salva03
PA Salva04
2. Explore Krosse City. (Optional)
3. Head north to Krosse Castle.

TO KROSSE CASTLE



TO EXPEL WORLD MAP

KROSSE CITY PICKPOCKET LIST

#	NPC	Item	Diff.
1	Youth	Oil of Paralysis	1
2	Guy	Antidote	1
3	Young Boy	Blueberries	1
4	Youth	200 Fol	1
5	Elderly Person	Kasuzuke	1
6	Bel	Blackberries	2
7	Young Woman	Weird Shape	1
8	Youth	Spectacles	1
9	Youth	Iron	1
10	Dog	Orichalcum	8
11	Man	Pet Food	2
12	Traveler	Stringy Sword	2
13	Girl	20 Fol	1
14	Cunning Fighter	Oil of Paralysis	2
15	Mayer	Sashimi	1
16	Mama	Cola	2
17	Mayer	Pear Compote	1
18	Bartender	Sunset Island	1
19	Man	50 Fol	1
20	Combatant	Longsword	4
21	Man	Blueberries	1

#	NPC	Item	Diff.
22	Husband	Aloe Jam	2
23	Wife	Blurry Photo	1
24	Skill Guide	Spectacles	1
25	Guildmaster	Feather Pen	2
26	Advisor	Wealth Card	3
27	Zotto	Leather Armor	3
28	Rachel	Aquaberries	2
29	Celine	Cinderella Glass	2
30	Welch	Sacrificial Doll	2
31	Precis	Daze Bomb	3
32	Claude	Round Shield	3
33	Rena	Boots	3
34	Ashton	Gold Bracelet	2
35	Dias	Critical Card	3
36	Ernest	Prism Ring	4
37	Opera	Cola	2
38	Noel	Sole in Orange Sauce	2
39	Bowman	Lavender	3
40	Chisato	Moonstone	2
41	Long-haired Girl	Hard Knuckles	N/A
42	Short-haired Girlfriend	Cinderella Glass	N/A

SHOPS

Weapon Shop "The Royal Hunt"

ITEM	FOL
Broadsword	400
Venomous Stingers	2000
Rod	10
Leather Helmet	50
Padded Helmet	120
Padded Armor	600
Robe	10
Wooden Shield	120
Boots	40
Iron Greaves	110

Item Shop "The Rare Trinket"

ITEM	FOL
Aquaberries	105
Blackberries	200
Blueberries	60
Paralysis Cure	180
Resurrection Elixir	3600
Rose Hip	230
Spectacles	8
Stone Cure	450

Restaurant "The Fattened Goose"

ITEM	FOL
Seafood	500
Fruit	80
Grains	145
Meat	300
Vegetables	30
Eggs and Dairy	10

Skill Guild "Wisdom of Kings"

ITEM	SKILLS LEARNED	FOL
Knowledge 1	Mineralogy, Herbology, Recipe	300
Sense 1	Aesthetics, Resilience, Keen Eye, Courage	400
Technical 1	Sketching, Knife, Whistling, Imitation	400

STAY THE NIGHT

Darkness falls as the heroes approach Krosse City, situated in the south center of the continent. With the shops closed and the streets empty, there's not much to do except register at the local inn. Rena's aunt, Rachel, runs the Kingdom Hotel and allows Rena and Claude to stay the night for free. But after your first visit, she will start charging.



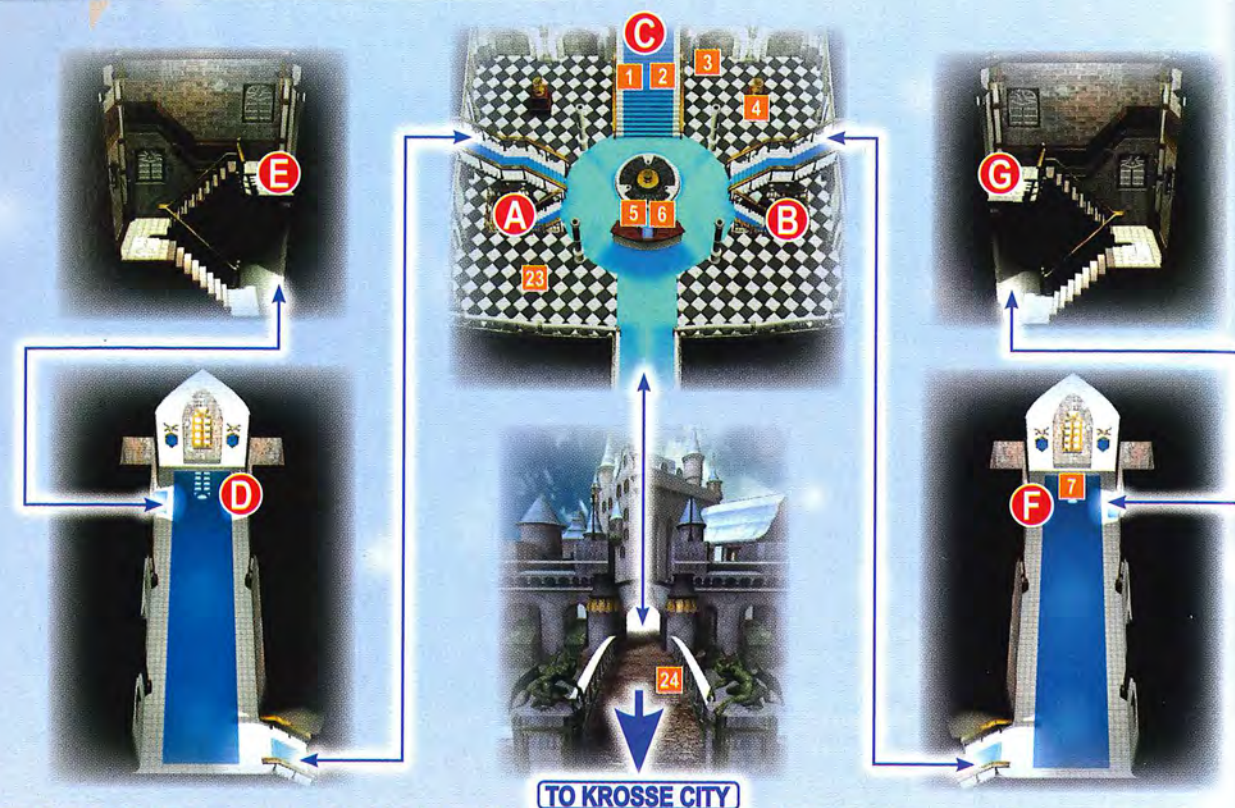
Aunt Rachel may have the wrong idea about Claude and Rena, but at least the room's free!

NEW PRIVATE ACTIONS IN SALVA

Staying the night in Krosse opens several new Private Actions in Salva. Consider taking a trip back down the road before heading to Krosse Castle.

KROSSE CASTLE

Krosse Castle



KROSSE CASTLE PICKPOCKET LIST

#	NPC	Item	Diff.
1	Soldier	200 Fol	2
2	Soldier	Sweet Syrup	1
3	Young Woman	Magic Film	1
4	Youth	Magic Camera	4
5	Receptionist	Leather Helmet	2
6	Receptionist	Leather Greaves	2
7	Maid	80 Fol	1
8	Prince Clauser	Gold Crown	3
9	Maid	50 Fol	1
10	Princess Rosaria	Silk Robe	2
11	Lady-in-waiting	100 Fol	1
12	Maid	Lavender	2
13	Maid	500 Fol	1
14	Maid	Weird Doll	1
15	Soldier	Padded Armor	2
16	Soldier	Padded Helmet	2
17	Soldier	Paralysis Cure	2
18	Soldier	Stink Gel	2
19	Soldier	200 Fol	2
20	Maid	Anklet	1
21	Cook	Fruit	1
22	Servant	200 Fol	1
23	Leon	Pocket Encyclopedia	4
24	Ashton	Gold Bracelet	2

OBJECTIVE LIST

1. Sign in at the reception desk.
2. Explore the castle.
3. Speak to one of the soldiers on either side of the Throne Room.
4. Speak to the soldiers on the 1F stairs leading to the Throne Room.
5. Enter the Throne Room for an audience with the king of Krosse.
6. Return to Krosse City entrance, where Celine joins the party.

PA Arlia03

PA Arlia04

PA Arlia05

PA Salva05

PA Krosse01

PA Krosse02

PA Krosse03

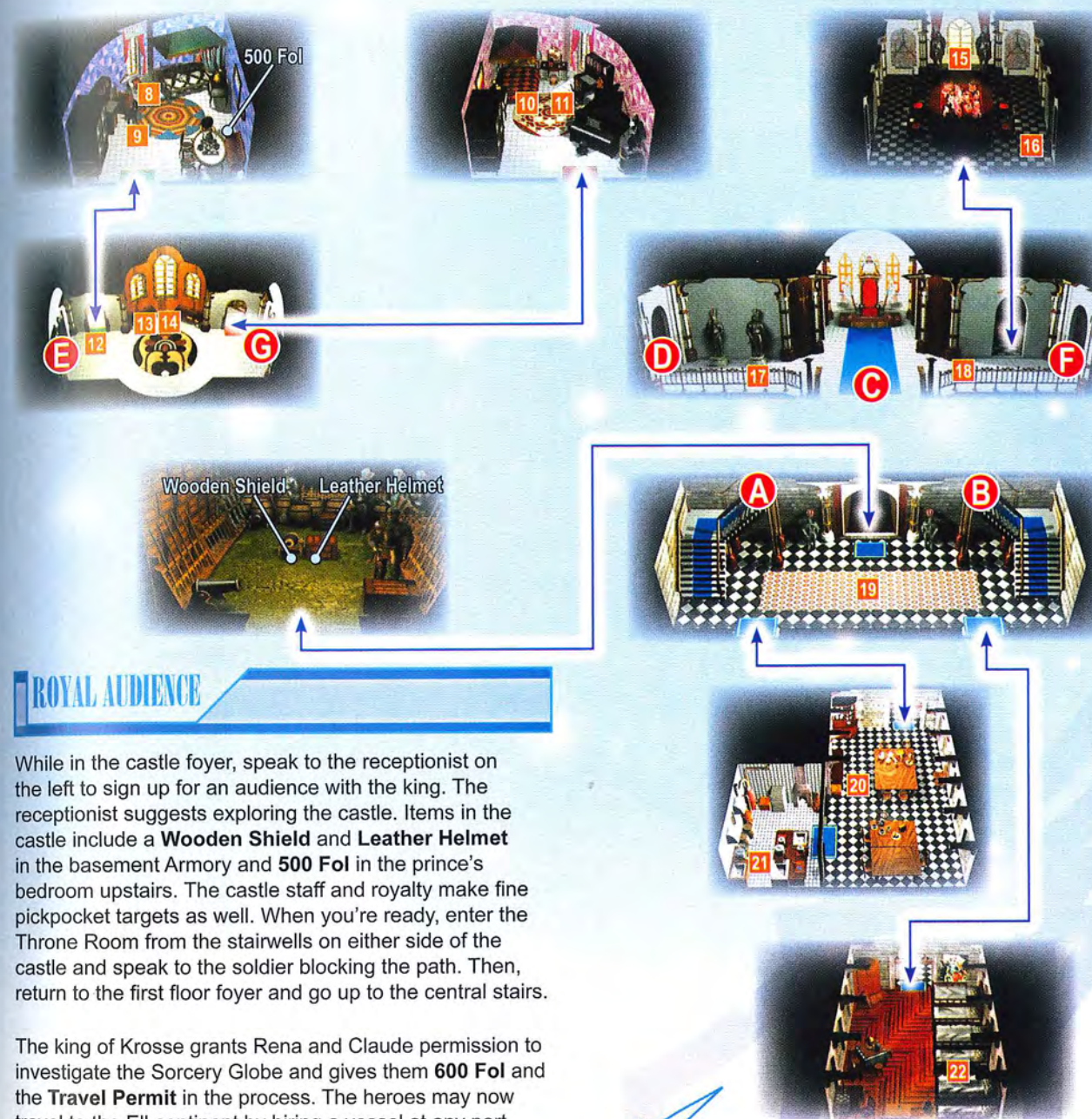
PA Krosse04

PA Krosse05

PA Krosse07

PA Marze01

PA Marze02



ROYAL AUDIENCE

While in the castle foyer, speak to the receptionist on the left to sign up for an audience with the king. The receptionist suggests exploring the castle. Items in the castle include a **Wooden Shield** and **Leather Helmet** in the basement Armory and **500 Fol** in the prince's bedroom upstairs. The castle staff and royalty make fine pickpocket targets as well. When you're ready, enter the Throne Room from the stairwells on either side of the castle and speak to the soldier blocking the path. Then, return to the first floor foyer and go up to the central stairs.

The king of Krosse grants Rena and Claude permission to investigate the Sorcery Globe and gives them **600 Fol** and the **Travel Permit** in the process. The heroes may now travel to the Ell continent by hiring a vessel at any port.

THE SYMBOLOGIST TREASURE HUNTER

Exit the castle and return to the entrance of Krosse City. Two symbologists engage in a heated argument in Krosse Central Park. After the protagonist chivalrously steps in, Celine decides to join the party regardless of any dialog choices made.

She hands over the **Treasure Map** and does not allow the duo to proceed with their investigation until the party visits Krosse Cave, which lies east of the city.



Celine joins the party, requiring a slight diversion to Krosse Cave.

PRIVATE ACTION UPDATE!

Conferring with the king of Krosse and inducting Celine into the party are actions that unlock a slew of new PAs all over the continent. Most important is the PA that occurs in the north alleyway of Krosse City, regardless of your choice of protagonist. While heading toward the castle, the party passes a three-eyed man. While seemingly insignificant, triggering this extra event is crucial in recruiting Opera and Ernest later on.



KROSSE CAVE

ENEMY DATA

Armored Knight

HP 180 WEAK VS. None
DROP Blueberries (6%)

Alraune

HP 120 WEAK VS. None
DROP Mandrake (6%), Rose Hip (6%)

Landworm

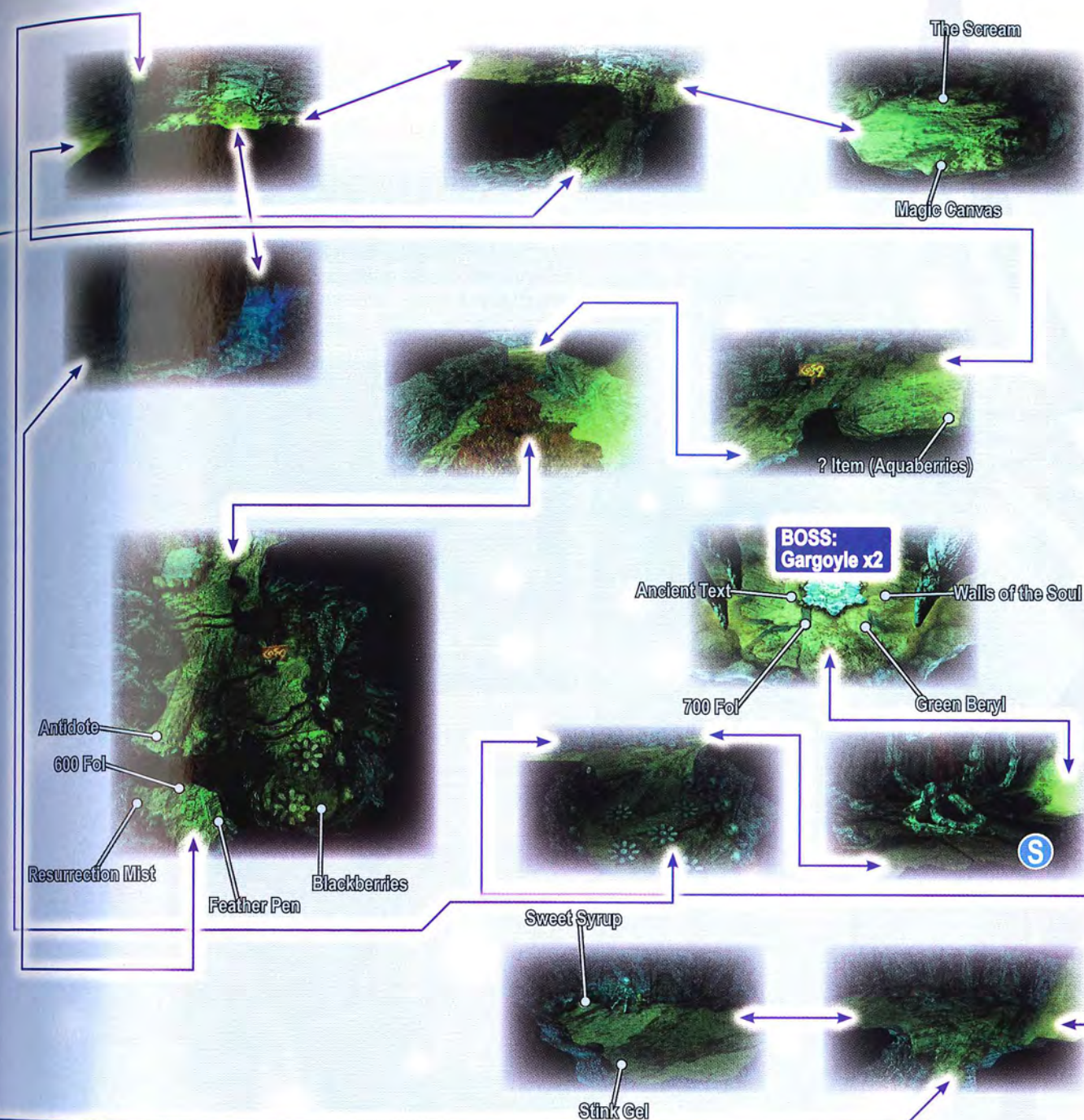
HP 200 WEAK VS. Fire
DROP Antidote (6%)

Slime

HP 200 WEAK VS. Light
DROP Slimy Gelatin (2%)

OBJECTIVE LIST

1. Explore Krosse Cave.
 2. Collect the Ancient Text from a chest in the boss chamber.
 3. Examine the north chest in the boss chamber.
 4. Defeat the Gargoyles. (Optional)
 5. Decide to keep Celine or let her leave.
- PA Krosse06



TRICK TREASURE!

With the help of Celine and the other protagonist, exploring the cave is easy and highly profitable. Although the items inside the chests throughout this stage may not seem valuable, explore all the caverns and collect the items anyway. Doing so improves your characters' levels and accumulates money. You'll never afford those skill sets in Krosse unless you fight!



Several items in Krosse Cave require the Appraising specialty to identify. Teach a character this ability soon.

After events in the Save Point chamber, record your progress and continue into the newly revealed room. Inside, open the chest on the far left to obtain the **Ancient Text**. This is the item Celine is looking for, but she needs to take it to her village elder in Marze to decipher it. This boss fight is optional, but well worth the potential rewards.



The far-left chest in the final room contains the prize Celine is looking for. The north chest resting on the star-shaped rock releases two Gargoyles!

BOSS GARGOYLE (X2)

HP
1500

WEAK VS.
LIGHT

ITEM DROP
SACRIFICIAL
DOLL (55%)

Fought alone, each Gargoyle is fairly simple to engage and defeat. However, if both enemies attempt to pinch a character between them, things can get ugly real fast. If a character gets caught in between both creatures, take control of the character immediately. Disengage the enemies and move out from between them. If the HP of this character is extremely low, use a recovery item and do not wait for Rena to cast a healing spell. Otherwise, keep attacking the Gargoyles and make sure Celine casts her Laser Beams spell repeatedly.



KEEP CELINE?

After events in the boss chamber, return to the Krosse Cave entrance. Celine starts to say goodbye, but before she leaves you're given the opportunity to have her join your party. Choose the top dialog option, "Please travel with us," to keep her in the party permanently and Celine will gain a Friendship Point for the main protagonist, whether it's Claude or Rena. Even if you have second thoughts and send Celine on her way, you'll see her again soon in Marze.



Celine is a powerful party member and well worth keeping around.



KURIK

SHOPS

Antique Shop "Milly's Favorites"

ITEM	FOL
Aquaberries	105
Blackberries	200
Blueberries	60
Anklet	400
Mandrake	150
Wolfsbane	360
Resurrection Elixir	3600
Gold	300
Harmonica	500
Magic Canvas	1000
Magic Clay	600

Bakery "Kurik Pastries"

ITEM	FOL
Hotcake	340
Egg Sandwich	250
Grains	145
Vegetables	30
Eggs and Dairy	10

Weapon Shop "The Border Guard"

ITEM	FOL
Sinclair	860
Hard Knuckles	300
Rod	10
Padded Armor	600
Robe	10
Wooden Shield	120
Round Shield	500
Boots	40
Boots of Happiness	80
Iron Greaves	110

Street Stand (Crepe Guy)

ITEM	FOL
Banana Crepe	90
Chocolate Crepe	115

Street Stand (Ice Cream Gal)

ITEM	FOL
Orange Sherbet	16
Vanilla Ice Cream	30

Antique Shop "Milly's Favorites"

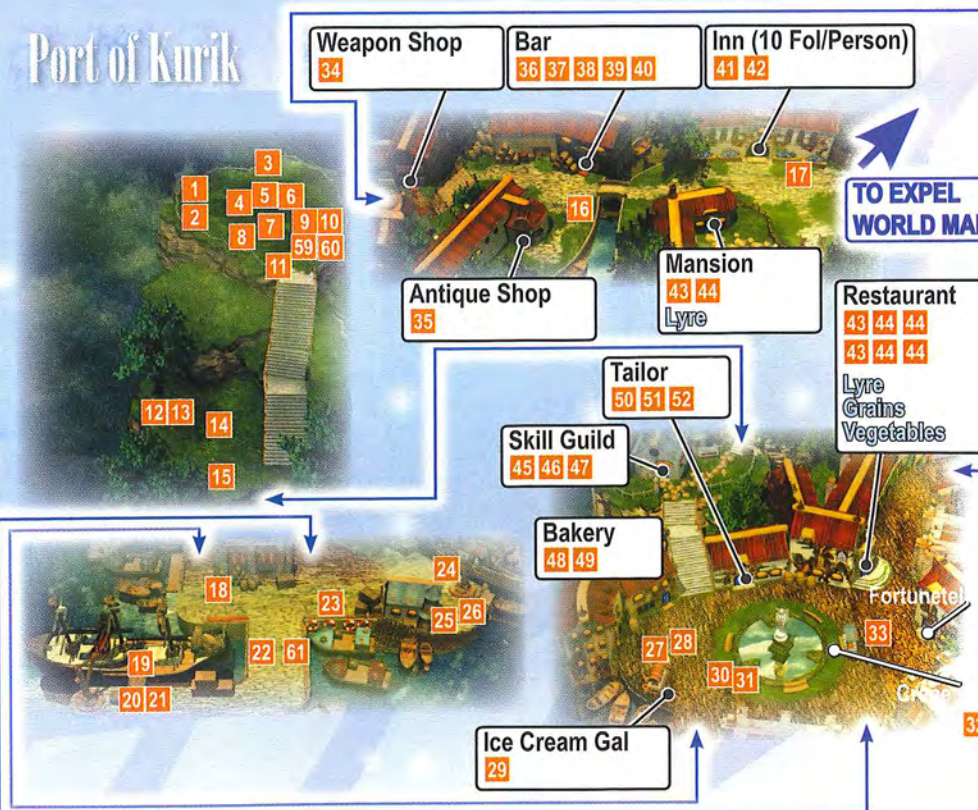
ITEM	FOL
Aquaberries	105
Blackberries	200
Blueberries	60
Anklet	400
Mandrake	150
Wolfsbane	360
Resurrection Elixir	3600
Gold	300
Harmonica	500
Magic Canvas	1000
Magic Clay	600

Skill Guild "The Wise Mariner"

ITEM	SKILLS LEARNED	FOL
Knowledge 1	Mineralogy, Herbolgy, Recipe	300
Sense 1	Aesthetics, Resilience, Keen Eye, Courage	400
Technical 1	Sketching, Knife, Whistling, Imitation	400
Combat 1	Power Burst, Guardbreak, Qigong, Trance	400

OBJECTIVE LIST

1. Explore Kurik. (Optional)
2. Speak to the ship captain at the docks.
3. Return to Fountain Square, where the party gets robbed.
4. Learn the robber's whereabouts from the other children at the docks.
5. Catch the robber, Ketil, outside the bar.
6. Follow Ketil to the Mansion on the Hill, Fountain Square, the restaurant kitchen, and the tailor.
7. Return to the docks and speak to the other children.
8. Speak to the ship captain again.
9. Return to Fountain Square.
10. At the seaside overlook, speak to the ship captain and Ketil.

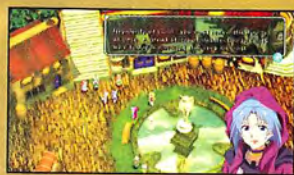


KURIK PICKPOCKET LIST

#	NPC	Item	Diff.
1	Young Man	Iron	1
2	Woman	Anklet	1
3	Elderly Person	Fountain Pen	1
4	Owner	Rose de Mai	1
5	Milly	Potion of Epiphany	2
6	Girl	Fanfic!	1
7	Young Boy	Fanfic!?	1
8	Boy	Silver	1
9	Ketil	Thief's Glove	5
10	Housekeeper	1500 Fol	1
11	Grandma	Health Insurance	1
12	Symbolologist	Herbal Potion	2
13	Ship Captain	Sunset Island	1
14	Sailor	Bloody Driver	1
15	Crepe Guy	Banana Crepe	1
16	Woman	Dish of the Day	1
17	Young Man	800 Fol	1
18	Sailor	Bloody Driver	1
19	Sailor	Foot Insignia	2
20	Ship Captain	Sunset Island	1
21	Symbolologist	Herbal Potion	2
22	Sailor	Treasure Card	1
23	Ketil	Thief's Glove	5
24	Sailor	Berserker Ring	4
25	Boy	50 Fol	1
26	Girl	Apple Crepe	1
27	Girlfriend	Silver Amulet	1
28	Boyfriend	Ring of the Accursed	2
29	Ice Cream Gal	Orange Sherbet	1
30	Grandpa	Silver Cross	2
31	Grandma	Ruby	1

ADDITIONAL PICKPOCKET ITEM: SPRITE'S BRACELET

Another person appears in Kurik during a Private Action. Save your game before entering town, initiate a Private Action, and proceed to the fountain area. An elderly woman warns the town that doom is approaching. When the scene ends, pickpocket her to obtain the **Sprite's Bracelet**. If you fail, reload your game and try the Private Action again. The Sprite's Bracelet allows the party to acquire additional items while walking. Although it also doubles Earth damage sustained, the accessory is well worth the effort and cost.



#	NPC	Item	Diff.
32	Crepe Guy	Hotcake	1
33	Young Woman	Experience Card	1
34	Flint	Rickety Knuckles	1
35	Milly	Potion of Epiphany	2
36	Owner	Rose de Mai	1
37	Man	Artemis Leaf	2
38	Buzzing Guy	100 Fol	1
39	Man	Aquaberries	1
40	Drunkard in Restroom	Illusion Doll	3
41	Aqua	Breeze Earring	2
42	Guest	500 Fol	1
43	Housekeeper	200 Fol	1
44	Ketil's Mother	Diamond	1
45	Skill Guide	Magic Clay	2
46	Guildmaster	Mandrake	3
47	Advisor	Sapphire	4
48	Baker	Egg Sandwich	2
49	Girl	500 Fol	1
50	Golgo	Weird Clothing	3
51	Customer	Robe	2
52	Customer	Weird Clothing	3
53	Cook	Vegetables	1
54	Owner	Cola	1
55	Customer	5 Fol	1
56	Customer	10 Fol	1
57	Customer	15 Fol	1
58	Customer	5 Fol	1
59	Rena	The Bestiary	3
60	Claude	Scroll of Power	3
61	Celine	Cinderella Glass	2

Kurik Is Temporary!

The situation in Kurik soon deteriorates. Prepare by viewing the only Private Action available in Kurik right away. If you want to pickpocket the items listed in this section, you must do so before undertaking the objectives in town; otherwise, you'll lose the opportunity. To pickpocket, you must buy the necessary skill sets from Skill Guilds, visit Harley to purchase the Thief's Glove, and use skill points to teach Pickpocketing to one of your characters with the Nimble Fingers talent, preferably the main protagonist. This investment requires about 45000 Fol, which can be acquired by level grinding in Krosse Cave and then Lasgus Mountains to the west.

TOURIST TRAP

Kurik is a port city where things are about to deteriorate very quickly. To prepare, engage Kurik's lone Private Action before entering. Also, acquire the Pickpocketing specialty by visiting Harley and pickpocket everyone in town before the opportunity vanishes. Since acquiring the Pickpocketing specialty is costly and time-consuming, this is optional.

Visit the shops, buy desired equipment, items, and skills, and open the chests located around town. When finished, head south to the docks and speak to the ship captain, who is standing near the loading platform of his ship. He takes the Travel Permit and agrees to transport the party to the Ell continent, although he's not leaving soon.



Speak to the captain at the docks to secure passage to Ell.

THE BOY BANDIT

Return to the Fountain Square area. A small child pickpockets the party, perhaps in retribution for the party's previous thievery. Finding the child and reclaiming your stolen Fol requires several steps.



Someone pickpockets the party. Talk about turning the tables...



Confront Ketil outside the bar.



Several of the scenes involving Ketil are hilarious. In the tailor shop, choose wisely who wears the designer clothes.

Speak to the children playing at the docks. They indicate that the bandit child, Ketil, typically plays near the town bar. Outside the bar, the party finds and confronts Ketil, who returns the stolen money.

By way of apology, Ketil agrees to be the party's guide around town. Visit the locations in the Objective List to trigger short scenes. Afterward, return to the docks and leave Ketil with playmates his own age.

VOYAGE INTERRUPTED

Following the Ketil sequence, return to the dock and speak to the ship captain once more. He's still not ready to set sail, so return to the Fountain Square. After several catastrophic events, speak to the ship captain again on the seaside overlook. He returns the party's Travel Permit and suggests taking a ship from Harley to the Lacuer continent. The party can travel from there to Ell.



After catastrophic events in Kurik, speak to all of the survivors gathered on the cliff.

MARZE

Marze Village

MARZE PICKPOCKET LIST

#	NPC	Item	Diff.
1	Young Man	Robe	2
2	Celine	Amber Robe	4
3	Claude	Sinclair	4
4	Colin	120 Fol	1
5	Woman	Spectacles	2
6	Young Woman	Magical Cap	4
7	Elderly Person	Boots	1
8	Cecille	Ring of Sadness	1
9	Young Man	Ruby Wand	2
10	Bart	Megabomb	1
11	Granny	Silence Card	1
12	Milly	Old Milk	1
13	Young Woman	Angel Statuette	2
14	Elderly Person	Goodie Box	1
15	Man	Illusion Doll	2
16	Village Elder	Faerie Elixir	5
17	Shopper	200 Fol	1
18	Ruddle	Illusion Doll	4
19	Young Woman	Grains	1
20	Raveh	Silk Robe	3

#	NPC	Item	Diff.
21	Egras	Herbal Potion	5
22	Child	Blueberries	1
23	Fin	Rose Hip	1
24	Man	Cola	1
25	Bartender	Flat Soda	2
26	Leon	All About Herbs	2
27	Welch	Portrait M	2
28	Rena	Portrait A	1
29	Claude	Portrait B	1
30	Bowman	Maple Syrup	2
31	Dias	Bitter Lotion	5
32	Precis	Mechanic's Toolbox	2
33	Ashton	Gold Earring	2
34	Opera	Mango Lassi	2
35	Ernest	Battle Suit	3
36	Chisato	RIRICA	2
37	Celine	Cinderella Glass	5
38	Noel	Beret	1
39	Bowman	Lavender	2
40	Ashton	10 Fol	2

SHOPS

Item Shop "The Newt's Eye"

ITEM	FOL	ITEM	FOL
Flame Sword	4800	Iron Greaves	110
Cestus	1400	Deadly Poison Bomb	300
Ruby Wand	600	Flare Bomb	450
Open Helmet	500	Aquaberries	105
Magical Cap	600	Blackberries	200
Ring Mail	1200	Blueberries	60
Silk Robe	1800	Resurrection Elixir	3600
Round Shield	500	Paralysis Cure	180
Suede Boots	200	Spectacles	8

Food Shop "The Golden Cauldron"

ITEM	FOL
Seafood	500
Fruit	80
Grains	145
Meat	300
Vegetables	30
Eggs and Dairy	10
Radish Miso Soup	300

Village Elder's Home
16 33 34 35
Silence Card
Sour Syrup
Purple Amulet

TO EXPEL
WORLD MAP



OBJECTIVE LIST

1. Attend the meeting in the Village Elder's Home.
2. Prepare to enter the Forest of Symbols.
3. Speak to the Village Elder and rest.



THE KIDNAPPING INCIDENT

Marze is Celine's hometown. Enter the Village Elder's Home, the building closest to the village's west entrance, where the elders are meeting to discuss a recent crisis. Several children in Marze were kidnapped and taken into the Forest of Symbols, which is connected to the village. The village needs the party's help to resolve the issue. During the meeting, the presence of Dias Flac creates a rift in the party. Rena decides to leave the group and join Dias. At this point, if she is not already in the party, Celine rejoins temporarily to help Claude navigate the Forest of Symbols. When you're ready to continue, speak to the Village Elder inside his home.

The forest is full of some tough monsters, so prepare wisely before commencing the rescue mission. Staying at the inn is unnecessary, since the Village Elder allows the party to rest for free before the mission. Also, avoid wasting Fol on the Flame Sword, since there is one available in the Forest of Symbols.

In the morning, the Village Elder gives the **Mud Shoes** to Celine and Claude. These shoes are required for crossing muddy areas in the forest.



The party stumbles upon more trouble in Celine's hometown.



A party member must wear the Mud Shoes in order to cross certain parts of the Forest of Symbols.



OBJECTIVE LIST

1. Attend the meeting in the Village Elder's Home.
2. Speak to Celine and Claude outside the Village Elder's Home.
3. Prepare to enter the Forest of Symbols.
4. Speak to Dias to receive the Mud Shoes.
5. Enter the Forest of Symbols.

ROLLING WITH YOUR HOMIES








During the meeting in the Village Elder's Home, Rena splits from the party and joins forces with Dias Flac, a swordsman from her hometown. After another scene between Dias and Rena, return to the Village Elder's Home and speak to Claude and Celine. Talk to Dias again when you're ready to leave Marze and begin the rescue mission. Dias gives Rena a set of Mud Shoes when the two are ready to enter the forest. Head to the western side of Marze and follow the north path into the forest.

FOREST OF SYMBOLS

Forest of Symbols



ENEMY DATA

Bandit				
HP	500	WEAK VS.	None	
DROP	Orichalcum (47%), Sapphire (25%)			
Bloodworm				
HP	600	WEAK VS.	None	
DROP	Deadly Poison Bomb (6%)			
Bugbear				
HP	600	WEAK VS.	Fire	
DROP	Pet Food (5%)			
Garuda Eagle				
HP	800	WEAK VS.	Fire	
DROP	Gold Earring (6%), Blueberries (7%)			
Robber Axman				
HP	400	WEAK VS.	Light	
DROP	Antidote (8%)			
Stingray				
HP	588	WEAK VS.	Fire	
DROP	Paralysis Cure (6%)			
Witchette				
HP	20	WEAK VS.	None	
DROP	None			

FOREST OF SYMBOLS PICKPOCKET LIST

#	NPC	Item	Diff.
1	Cecille	Purple Amulet	4
2	Colin	Doodles	1
3	Bart	50 Fol	1



OBJECTIVE LIST

1. Navigate through the forest, defeating Bandits with Celine's help.
PA Arlia06
PA Salva06
PA Marze03
2. Defeat the Snow Ogre.
3. Attempt to leave Marze.

THE SEARCH FOR MISSING COMRADES

Use the maps provided in this section to locate the various items off the beaten path. Groups of Bandits attack Claude and Celine in scripted encounters. These foes can be quite devastating, especially if your characters are only around levels 10-14. Make sure to heal between battles before continuing.

Claude stops in front of a swampy spot in the path. Whether he has the Mud Shoes equipped or not, Celine reminds him about them. Open the menu and equip the Mud Shoes on Claude, then cross the wet area. The Mud Shoes have lower defensive abilities, so remember to equip better footwear when the party reaches the other side. Continue navigating the forest until Claude and Celine encounter the Snow Ogre.



The duo must survive several Bandit attacks in the forest, so heal between battles.



A party member must wear the Mud Shoes to cross wet areas.

BOSS SNOW OGRE

HP 3000 WEAK VS. FIRE, LIGHT ITEM DROP TALISMAN (100%)

Equipping Claude with the Flame Sword found in the forest makes the battle much easier. The Snow Ogre is capable of high amounts of damage and a critical hit is sure to knock down Claude's HP immensely. Back away and consume Blueberries before returning to attack. Meanwhile, prevent the Snow Ogre from attacking Celine so that she can provide support with her spells.



SAY GOODBYE TO CELINE...OR NOT

Following the battle, Rena rejoins the party and the scene shifts back to Celine's Home in Marze. Try to leave town and Celine brings the party back for a celebration and a free night's stay. If you rejected Celine at Krosse Cave, she stays here; if you recruited her, she rejoins the party.



If Celine is a party member following the events in Marze, then the party can rest at her house for free any time. Simply speak to Celine's mom, Raveh, on the ground floor of her house.



OBJECTIVE LIST

1. Navigate through the forest, defeating Bandits with Dias's help.
 2. Follow Cecille to the cabin in the woods.
 3. Defeat Azam Gille and Shielder (x4).
 4. Approach the hideout to free the children.
 5. Rejoin with Claude and Celine on the way back to Marze.
 6. Try to leave Marze.
- PA Arlia06
PA Salva07
PA Harley03
PA Harley04
PA Harley05

RENA

SAVING THE KIDNAPPED CHILDREN

Make Dias the party leader if you prefer a more aggressive combat style and then walk along the eastern path. A group of Bandits attack Rena and Dias before they go very far, but Dias can slice Bandits to ribbons in no time. There's a similar fight in the next map segment. Spend Dias's skill points to make him an even more brutal fighter.

Rena stops when she reaches a swampy spot and, whether she has the Mud Shoes equipped or not, Dias reminds her about them. Open the menu and equip the Mud Shoes on Rena, then cross the muddy area. The Mud Shoes have lower defensive abilities, so remember to equip better footwear after the party crosses to the other side.

Continue following the path to the back of the forest and use the second Save Point to save your progress before proceeding. Keep following the path and before long, the party stumbles upon a Bandit chasing a young girl. Save her from the Bandit and talk to her. The girl is Cecille, one of the kidnapped children from Marze. She agrees to lead the party to the Bandits' house. Top off your health before following Cecille, as a large fight is approaching.

BOSS AZAM GILLE

HP 2000 WEAK VS. NONE ITEM DROP NONE
SHIELDER (X4)
HP 1400 WEAK VS. NONE ITEM DROP NONE

Facing these five enemies at once is a moderate threat. The best way to take these villains down is to keep them grouped together. Make sure Rena's strategy is set to "Focus on healing friends!" Then, press the ○ button to take control of Dias. Stay on the enemies' right as much as possible and use Air Slash followed by normal combo attacks. This delivers a massive amount of damage and has the potential to hit a few targets simultaneously.

This positioning is very important. Placing Dias between the enemies and Rena allows her the necessary time to cast her spells. Rena cannot heal Dias if she must run from an attack, so disengage from an enemy if necessary to clear the area surrounding Rena.

RENA TAKES THE HOUSE KEY FROM AZAM

Approach the house to free the children. Note that you can pick Cecille's pocket, if you're lucky. Once the two other children are saved, you can steal from them too. While backtracking toward town, Rena bumps into Claude and Celine. Reunited, the three return to Marze and Dias leaves the party.

Try to leave town after the scene with Claude ends. Celine hurries out to stop everyone. She won't let the team leave without a victory dinner! The heroes share a relaxing evening in Marze before leaving town.



HARLEY

Eastern Port of Harley

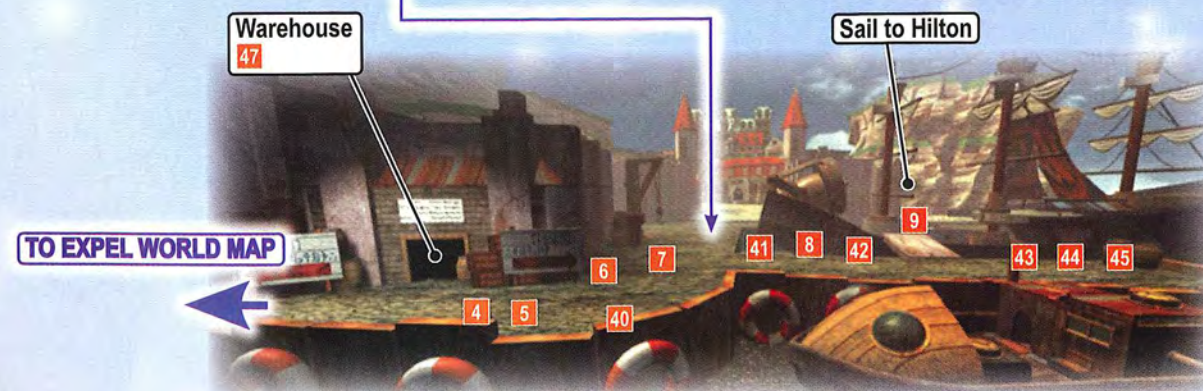


OBJECTIVE LIST

1. Speak to the travelers near the entrance to learn about recent events in Salva.
2. Return to the Salva Mines and recruit Ashton. (Optional)
3. Check the bookcase in the Marze Village Elder's Home to learn about exorcism. (Optional)
4. Speak to the King of Krosse for permission to enter the Mountain Palace. (Optional)
5. Enter the Mountain Palace and follow Path A (as marked on the maps) to the lair of Nightmare. (Optional)
6. Defeat Nightmare and collect the Silver Chalice. (Optional)
7. Navigate Lasgus Mountains and defeat the Zinae to receive the King's Tears. (Optional)
8. Return to the Salva Mines and revisit the chamber where you met Ashton. (Optional)
9. Purchase fare on the ship leaving for Hilton on the Lacuer continent.

Zandor's Mansion

31 32 33
Ring Mail
Sinclair
Leather Boots
1200 Fol



TO EXPEL WORLD MAP

HARLEY PICKPOCKET LIST

#	NPC	Item	Diff.
1	Man	Silence Card	1
2	Young Boy	Steamed Bun	1
3	Woman	Rose Hip	1
4	Gent	Mango Lassi	4
5	Traveler	120 Fol	2
6	Yoole	Portrait B	2
7	Woman	200 Fol	2
8	Sailor	Sunset Island	2
9	Sailor	Bloody Driver	1
10	Premia	Round Shield	3
11	Pelodiscus	Silk Robe	5
12	Bartender	Old Milk	2
13	Sailor	Banana Frappe	1
14	Zandor's Henchman	Forged Bill	2
15	Zandor's Henchman	Forged Check	4
16	Sailor	Tuna Sashimi	2
17	Drunk Guy	Ring of Sadness	1
18	Skill Guide	Thief's Glove	4
19	Guildmaster	Buckler	6
20	Advisor	Suede Boots	5
21	Zhen Nian	Coconut Milk	1
22	Mother	Mixed Syrup	1
23	Eleanor	Immunity Pill	1
24	Karen	Fountain Pen	1

#	NPC	Item	Diff.
25	Newlywed	Health Insurance	4
26	Newlywed	Ring of Happiness	2
27	Elderly Person	Pickled Plum	1
28	Bartender	Ruby Earring	2
29	Young Man	Purple Amulet	2
30	Ruddle	Wonder Drug	4
31	Cook	Shrimp Gratin	1
32	Zandor's Henchman	Leather Whip	6
33	Zandor's Henchman	Twin Swords	1
34	Precis	Flare Bomb	5
35	Ernest	Sacrificial Doll	4
36	Bowman	Holy Mist	5
37	Dias	Amulet of Freedom	4
38	Leon	The Bestiary	4
39	Chisato	Gold Idol	2
40	Rena	Faerie Card	3
41	Noel	The Bestiary	2
42	Opera	Lime Cooler	2
43	Claude	Experience Card	2
44	Welch	Umai-bo Candy 1	2
45	Ashton	Silver Pendant	4
46	Celine	Blueberries	2
47	Young Girl	Vedal Idol	N/A

SHOPS

Restaurant "Red Dragon"

ITEM	FOL
Luxury Grape Juice	100*
Seafood	500
Fruit	80
Grains	145
Meat	300
Vegetables	30
Eggs and Dairy	10
Bean Paste Bun	140
Gyoza Dumplings	280
Shumai Dumplings	280
Tuna Sashimi	2000
Sashimi	2800

* Price based on playing time:
250 Fol per minute + 100 Fol.

Antique Shop "The Sunken Vessel"

ITEM	FOL
Aquaberries	105
Blackberries	200
Blueberries	60
Magic Canvas	1000
Magic Clay	600
Thief's Glove	40000
Anklet	400
Spectacles	8
Paralysis Cure	180
Stone Cure	450

Skill Guild "Neptune's Wisdom"

ITEM	SKILLS LEARNED	FOL
Knowledge 2	Music Knowledge, Item Knowledge, Biology	1500
Sense 2	Determination, Danger Radar, Purity, Poker Face	1600
Technical 1	Sketching, Knife, Whistling, Imitation	400
Combat 1	Power Burst, Guardbreak, Qigong, Trance	400

Weapon Shop "Oceans of Fire"

ITEM	FOL
Ruby Wand	600
Silk Robe	1800
Knight's Shield	1000
Boots of Happiness	80
Plate Greaves	800
Brigandine	3500

THE TWIN-HEADED DRAGON

Speak to the gent and traveler standing just inside the entrance of Salva to learn about a recent dragon rampage in Salva. This dialog provides a clue that returning to Salva may be beneficial. If the party returns to the Salva Mines at this time, you can explore the previously unavailable west portion of the mines and recruit Ashton Anchors.

During this time, Salva is full of additional combatants (a.k.a. worthy pickpocket targets), and the west portion of the mines becomes available to explore. The mines are now full of more dangerous (and more profitable) enemies, and more chests in the eastern tunnels wait to be plundered.

After adding Ashton to your party, head to the Marze Village Elder's library, walk up the step ladder and examine the book "On Exorcism." Then speak to the king of Krosse and he'll grant passage to the Mountain Palace. Once there, defeat Nightmare to obtain the **Silver Chalice**. Then, you can explore the Lasgus Mountains and defeat Zinae to obtain the **King's Tears**. With both key items in the party's possession, return to the Salva Mines to conclude Ashton's side quest. Note that recruiting Ashton means Opera and Ernest cannot be recruited later!



The two men near Harley's entrance have important news about Salva.

Or, you can ignore the news of Salva and simply purchase a ride to the Lacuer continent. The fare is 30 Fol per party member. Skipping the Ashton side quest makes him unavailable to recruit; however, this means you can recruit Opera and Ernest later.



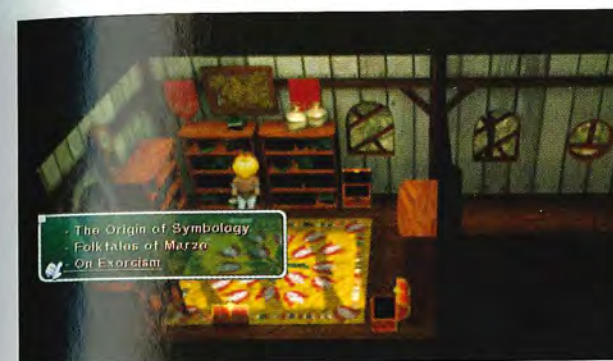
Speak to the sailor by the sea vessel to purchase a ride to Lacuer.



MOUNTAIN PALACE (OPTIONAL)

CONTINUING ASHTON'S QUEST

After agreeing to take responsibility for Ashton's misfortune in the Salva Mines, return to Marze and enter the Village Elder's Home. In the back room, climb the short ladder and examine the bookcase to find a choice of reading materials. Choose the third option, "On Exorcism," to learn how to remove the twin dragons from Ashton.



Examine the north bookcase inside the Village Elder's Home to read the volume "On Exorcism."

THE GUARDED LABYRINTH

A soldier blocks the entrance to the Mountain Palace. Entering the labyrinth requires the permission of the king of Krosse. The king's permission can only be acquired during the Ashton or Opera/Ernest side quests. Once the king's permission is granted, speak to the soldier again and he'll stand aside. He remains by the entrance, however, and allows the party to rest and recuperate for free!



After obtaining permission to enter the palace, speak to the soldier to rest for free.

With knowledge in hand, travel to the Mountain Palace and speak to the soldier at the entrance to learn that entry requires the king's permission. Next, journey back to Krosse Castle and enter the Throne Room to speak to the king of Krosse. Following this, speak to the soldier again to gain entrance.



Enter the Krosse Castle Throne Room for another audience with the king.

Defeat Archers Immediately!

Whenever Archers appear in an enemy party, move past weaker frontlines if necessary and target them first. Archers' rapid-fire projectile attacks are capable of wiping a character out very quickly!



BUY ASHTON THE VENOMOUS STINGERS

Ashton is a great frontline warrior who charges out to meet foes head-on; however, his default weaponry is a bit weak. Invest in Ashton's future by returning to the weapon shop in Krosse and purchasing the **Venomous Stingers** for 2000 Fol.

ENEMY DATA

Archer

HP 200 WEAK VS. Wind
DROP Compress of Veda (6%)

Fudd

HP 850 WEAK VS. Light
DROP Gelatin Steak (2%)

Hound

HP 750 WEAK VS. Fire
DROP Steak (6%)

Petri Gerel

HP 656 WEAK VS. Earth
DROP Stone Cure (8%)

Sandglass

HP 780 WEAK VS. Fire
DROP Faerie Elixir (5%)

Slime Pool

HP 1600 WEAK VS. None
DROP Gelatinous Slime (2%)

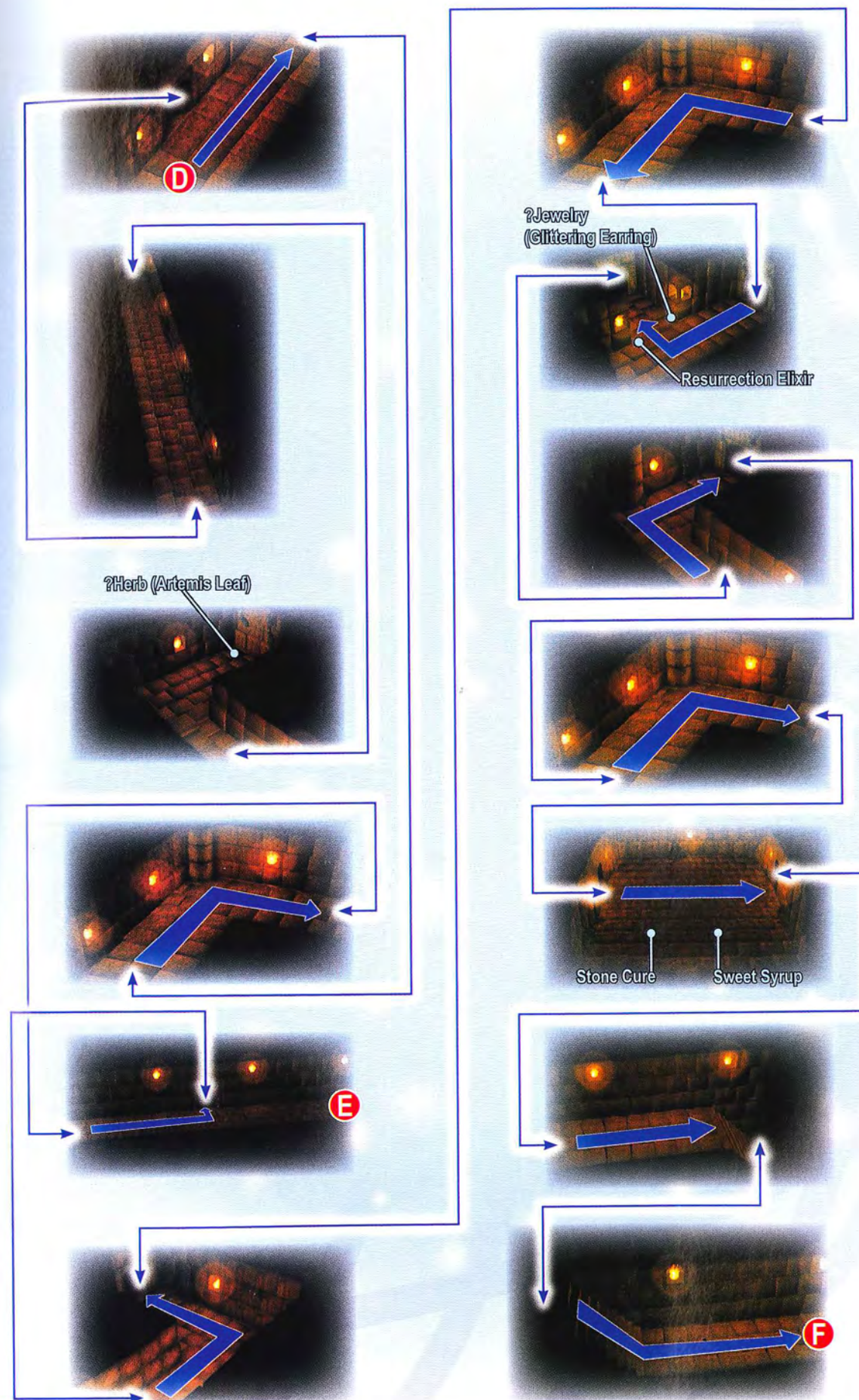
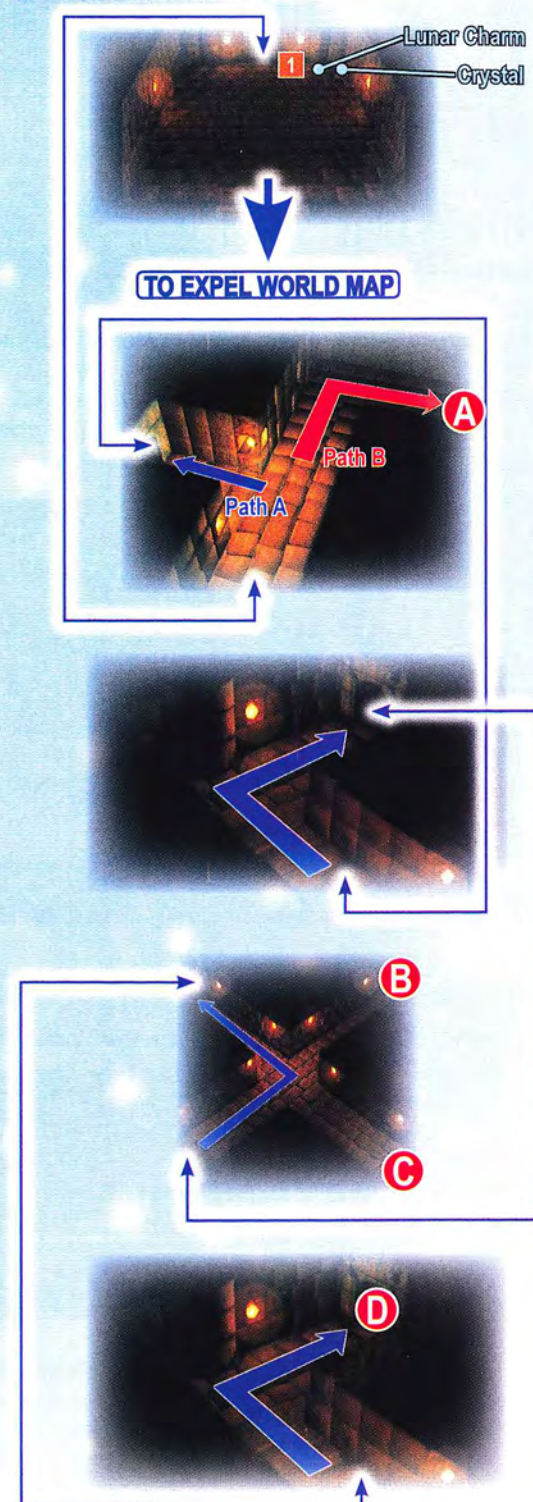
Thieving Scum

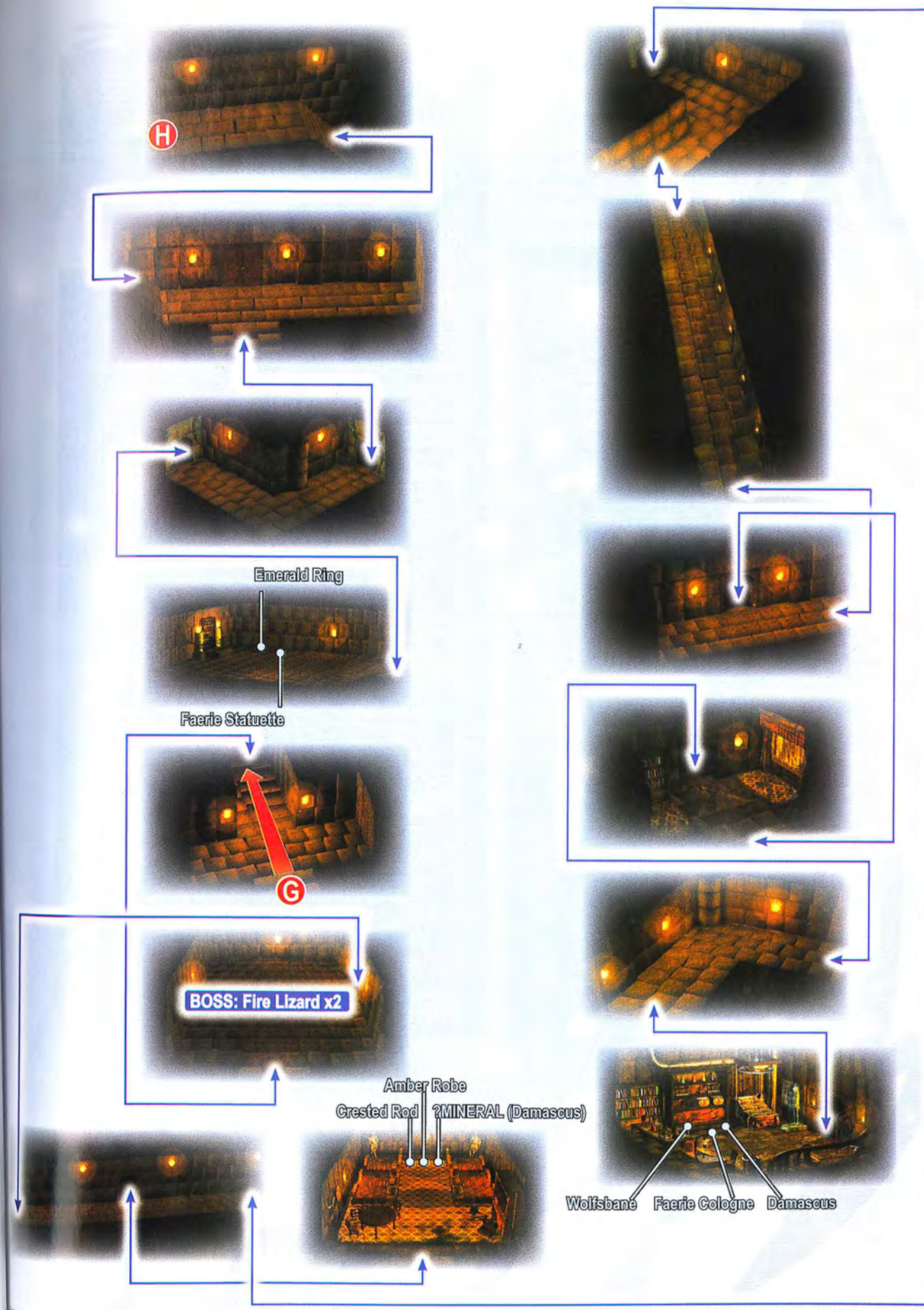
HP 3 WEAK VS. None
DROP Spectacles (6%), Ugly Accessory (7%)

MOUNTAIN PALACE PICKPOCKET LIST

#	NPC	Item	Diff.
1	Soldier	Crystal	2

Mountain Palace





FOLLOW PATH A FOR ASHTON

The Mountain Palace is a labyrinth featuring long hallways and tough enemies. The passages are repetitive and designed to confuse the navigation process. For this reason, the maps in this guide feature arrows highlighting two main paths through the Mountain Palace: "Path A" illustrates the direct route to the **Silver Chalice** required for Ashton's quest.



The Mountain Palace features dangerous enemies; you may experience a leap in difficulty.

This is not to say that you should follow the path and avoid exploring. In fact, the Nightmare boss guarding the Silver Chalice is extremely difficult and your characters should be at levels 23-26 before attempting this fight. Before confronting the boss, explore all parts of the Mountain Palace and collect all available items. Return to the entrance and speak to the soldier to rest as needed.



Valuable items are contained in side chambers, so explore off the beaten path.

ENHANCE COMBAT EFFECTIVENESS

Before confronting the boss, save your game at the nearest Save Point. Use skill points to raise the combat skills of all your player characters, especially Qigong, Power Burst, and Trance. These improvements should make the boss fight easier to manage.

BOSS NIGHTMARE

HP 9000

WEAK VS. NOTHING

ITEM DROP

RING OF HEALING (100%)

Due to her speed and defensive capabilities, Nightmare can wipe the floor with your party. The key is for Claude and Ashton to stick close to her, strike her repeatedly, and force her to defend herself for a majority of the battle. This reduces the number of times she can cast spells and allows Celine and Rena proper time for symbology.



The boss's ability to deflect and sidestep attacks makes chaining combos a bad idea. While controlling Claude or Ashton, strike at her once or twice and then chase after her again. Don't let her leave your character swinging at air. Use Claude's **Helmetbreak** to stay on top of her.



CONTINUING PURSUIT OF OPERA

"Path B" marked on the maps in this section indicates the route to take when pursuing Opera into the Mountain Palace. Obtain permission to enter from the king of Krosse, who also finances the expedition to the tune of 10,000 Fol.

Enter the Mountain Palace and follow Path B. When you encounter Opera in the fifth area, select the option "Yeah, let's do this together" to help her look for Ernest. She joins the party.

Continue into the dungeon and defeat the Fire Lizard bosses, then go through the door to the right and navigate the next six areas to reach the laboratory. Leave the Mountain Palace after watching the last scene.

BOSS FIRE LIZARD (X2)

HP 5000

WEAK VS. WATER

ITEM DROP

RING OF FUSION (100%)

This boss fight is manageable if you spent time leveling up prior to the Lacuer Armory Contest, but a few tricks are available for parties at lower levels.

First, prepare for the fight by equipping accessories that reduce fire damage (e.g. Ruby). These foes' physical attacks aren't very strong; however, their fire attack inflicts severe damage unless it's reduced with accessories.

Stay in the middle to avoid being pinned by their flames. Run away if your main character starts taking too much damage to give Rena time to provide healing.



LASGUS MOUNTAINS (OPTIONAL)

Lasgus Mountains Path



ENEMY DATA

Black Balloon

HP 700 WEAK VS. Light
DROP Blackberries (1%)

Cockatrice

HP 1200 WEAK VS. Fire
DROP Stone Cure (8%)

Flyray

HP 1000 WEAK VS. Fire
DROP Paralysis Cure (24%)

Kobold King

HP 800 WEAK VS. Fire
DROP Filet Mignon (4%), Steak (6%)

Savant

HP 850 WEAK VS. None
DROP Walloon Sword (6%)

Sorceress

HP 500 WEAK VS. None
DROP Flare Ring (4%), Ruby (8%)

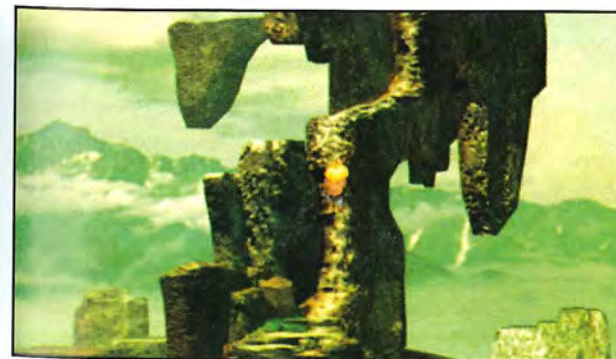
CONTINUING ASHTON'S QUEST

The path branches in the first area. The path to the right eventually leads to the northwestern desert area, where difficult enemies roam. The other path leads straight up the mountain to the nest of Zinae.



Even after braving the Mountain Palace, the Lasgus Mountains feature another jump in combat difficulty. Protect against paralysis and petrification.

Just below the nest is an area the hero must climb. Move to the base of the verticals and press the \times button to enter climb mode. Move the character up or down to climb, then press the \times button again to climb up. Continue climbing until the hero reaches Zinae's nest.



Press the \times button to climb up each vertical area.

BOSS ZINAE

HP 20000

WEAK VS. NONE

ITEM DROP

LUNAR TALISMAN (50%), LUNAR CHARM (50%)

Zinae is difficult to engage because it is always in flight. Claude's *Helmetbreak*, when performed at medium range, inflicts great damage. Execute this special art repeatedly until Claude's MP runs out, then attack normally from directly below. Even if the damage Claude sustains becomes severe, do not run. Ashton and Claude must keep Zinae away from Celine and Rena, who keep the fight going from the back lines.



ASHTON QUEST COMPLETE

Defeating Zinae grants the **King's Tears** to the party. You can now return to the Salva Mines. In the room where Ashton first appeared, a short scene plays out. Ashton permanently joins the party afterward.



Return to the spot where it all began to bring Ashton's quest full circle.

HILTON

Port Town of Hilton



HILTON PICKPOCKET LIST

Map NO.	NPC	Item	Diff.
1	Sailor	Pickled Plum	2
2	Sailor	500 Fol	2
3	Soldier *1	Compress of Veda	3
4	Woman	Vegetables	3
5	Soldier *1	Buckler	3
6	Soldier *1	Plate Armor	3
7	Soldier *1	Plate Helmet	3
8	Soldier *1	Plate Greaves	3
9	Man	Thief's Glove	3
10	Ruddle the Traveler *2	Smoke Mist	2
11	Store Owner	Seafood	2
12	Young Boy	25 Fol	1
13	Adventurer	Veda Idol	3
14	Clementine	Leather Boots	3
15	Youth *3	Sweet Syrup	2
16	Youth *3	Fruit	1
17	Youth *3	Magic Clay	3
18	Prima	Feather Pen	2
19	Rosso	Lavender	2
20	Skill Guide	Magic Canvas	1
21	Guildmaster	Spectacles	2
22	Advisor	Eggs and Dairy	1
23	Bartender	Cola	1

*1. Appears while traveling to Hoffman Ruins from Hilton.

*2. Appears if you choose the first option when talking to Ruddle in Marze.

*3. Appears while traveling to Hoffman Ruins from Hilton.

Map NO.	NPC	Item	Diff.
24	Combatant *4	200 Fol	2
25	Combatant *4	The Scream	2
26	Combatant *4	Starry Night	2
27	Man *4	150 Fol	1
28	Man *5	Banana Frappe	1
29	Man *1	Amulet of Freedom	3
30	Youth *1	Shrimp Dumplings	2
31	Elderly Person *1	Pickled Vegetables	2
32	Paula	Blackberries	1
33	Leon	Life in Nature	2
34	Chisato	Fountain Pen	1
35	Ernest	Faerie Statuette	2
36	Opera	Mango Lassi	2
37	Noel	Life in Nature	2
38	Ashton *6	Amulet of Freedom	1
39	Rena	Laced Boots	3
40	Claude	Padded Armor	3
41	Bowman	Medical Rinse	2
42	Precis	Flare Bomb	2
43	Ashton *6	Amulet of Freedom	1
44	Dias	Critical Card	3
45	Welch	Sacrificial Doll	2
46	Celine	Velvet Tear	4

*4. Appears before the Armory Contest.

*5. Appears when meeting Opera.

*6. Appears at either 38 or 43. Can only pickpocket once.

OBJECTIVE LIST

1. Explore Hilton. (Optional)	PA Salva09	PA Hilton03
2. Stay at the inn to trigger an extra scene. (Optional)	PA Krosse08	PA Hilton04
	PA Krosse09	PA Hilton05
	PA Marze04	PA Linga02
	PA Marze05	PA Linga03
	PA Arlia08	PA Linga05
	PA Salva08	PA Linga06

SHOPS

Skill Guild "Ocean Survival"

ITEM	SKILLS LEARNED	FOL
Knowledge 2	Music Knowledge, Item Knowledge, Biology	1500
Sense 2	Determination, Danger Radar, Purity, Poker Face	1600
Technical 2	Eye for Detail, Penmanship, Animal Training, Machinery	1600
Combat 2	Godspeed, Sidestep, Body Control, Recast	1600

Food Shop "The Whale's Belly"

ITEM	FOL
Luxury Grape Juice	100*
Steamed Bun	360
Bean Paste Bun	140
Chicken Shish Kebab	500
Seafood	500
Fruit	80
Grains	145
Meat	300
Vegetables	30
Eggs and Dairy	10
Cola	300

* Price based on playing time:
250 Fol per minute + 100 Fol.

Music Shop "Bender Instruments"

ITEM	FOL
Harmonica	500
Cembalo	8000
Feather Pen	20
Conductor Baton	85

Item Shop "Seaside Knickknacks"

ITEM	FOL
Aquaberries	105
Blackberries	200
Blueberries	60
Iron	200
Silver	200
Gold	300

Weapon Shop "The Trusty Harpoon"

ITEM	FOL
Venomous Stingers	2000
Cestus	1400
Splinter	1300
Iron Helmet	1200
Ring Mail	1200
Silk Robe	1800
Round Shield	500
Leather Boots	105
High Heels	120
Brigandine	3500

Item Shop "Seaside Knickknacks"

ITEM	FOL
Ruby	400
Sapphire	800
Green Beryl	500
Feather Pen	20
Thief's Glove	40000
Spectacles	8
Mandrake	150
Rose Hip	230
Artemis Leaf	720
Wolfsbane	360
Lavender	490
Athelas	660
Resurrection Elixir	3600
Antidote	140
Paralysis Cure	180
Stone Cure	450

LACUER CONTINENT ARRIVAL

Hilton is a minor port town on your way to Lacuer City. In regards to shopping, the Skill Guild features some new sets worth a look—specifically Technical 2 and Combat 2. Also, purchasing Brigandine armor for Claude is highly recommended. Otherwise, save your Fol to spend at other shops in Lacuer City. The shops there reopen after Claude participates in the Armory Contest.



Visit the Skill Guild in Hilton before setting off for Lacuer.

NIGHT CALLER

The Hilton Inn charges 30 Fol per person. This is a sharp increase in lodging. However, staying at the Hilton Inn triggers an extra scene. This scene is available from the time you arrive in Hilton until you visit the Hoffman Ruins much later.



Staying at the Hilton Inn triggers an extra night scene.

GET A JUMP ON RECRUITMENT

Upon leaving Hilton, you can recruit another party member in Linga if you desire. Consult the "Linga" section in this book for information.

CONTINENTAL MAPS: LACUER, HOFFMAN RUINS, ELL

Lacuer and the Hoffman Ruins



ENEMY DATA

VISITING HILTON, LACUER CITY

Archer

HP 200 WEAK VS. Wind
DROP Compress of Veda (6%)

Black Balloon

HP 700 WEAK VS. Light
DROP Blackberries (1%)

Cockatrice

HP 1200 WEAK VS. Fire
DROP Stone Cure (8%)

ENEMY DATA

VISITING HILTON, LACUER CITY

Flyray

HP 1000 WEAK VS. Fire
DROP Paralysis Cure (24%)

Petri Gerel

HP 656 WEAK VS. Earth
DROP Stone Cure (8%)

Savant

HP 850 WEAK VS. None
DROP Walloon Sword (6%)

Slime Pool

HP 1600 WEAK VS. None
DROP Gelatinous Slime (2%)

Sorceress

HP 500 WEAK VS. None
DROP Flare Ring (4%), Ruby (8%)

ENEMY DATA

VISITING LINGA

Coquettish Whip

HP 1000 WEAK VS. None
DROP Necklace (6%), Talisman (6%)

Killer Rabbit

HP 2000 WEAK VS. Wind
DROP Rabbit Risotto (6%)

Mandrake

HP 800 WEAK VS. None
DROP Mandrake (6%), Wolfsbane (6%)

Wolfhead

HP 600 WEAK VS. Wind
DROP Silver Pendant (4%)

ENEMY DATA

VISITING HOFFMAN RUINS, LACUER FRONT LINE BASE

Axman of Doom

HP 3200 WEAK VS. Light
DROP Brigandine (5%), Star Ruby (3%)

Salamander

HP 5000 WEAK VS. Water
DROP Sacrificial Doll (5%)

RELEASE THE BEASTS!

The enemies that randomly appear on the Lacuer continent change once the player visits new areas. Think of it as the party's presence disturbing the dungeon denizens, forcing them into the field. Thus, new enemies are added to the rotation as the player progresses in the game.



Map of Ell

ENEMY DATA

Defender

HP 800 WEAK VS. Light
DROP Barrier Shield (4%)

Elder Witchette

HP 800 WEAK VS. None
DROP Hermit's Cap (4%)

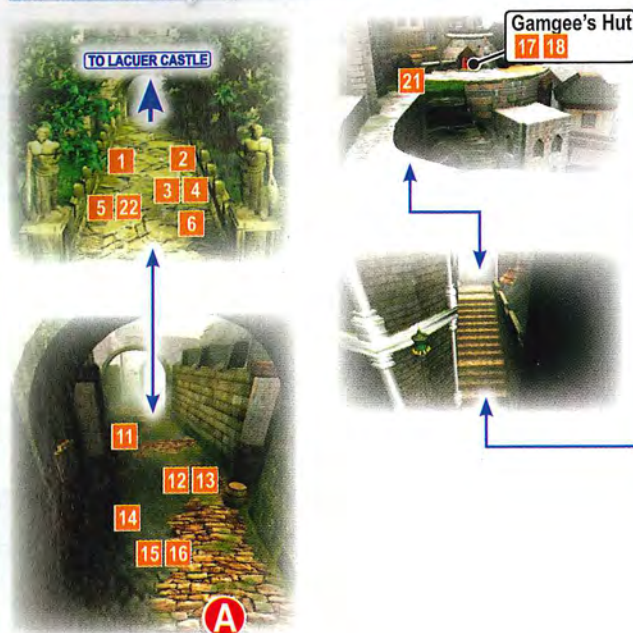
Goathead

HP 3000 WEAK VS. Light
DROP Crystal (14%), Star Ruby (5%)





Lacuer City Residential Area



OBJECTIVE LIST

1. Explore Lacuer City. (Optional)
- PA Arlia07
- PA Harley06
- PA Lacuer01
- PA Lacuer02
- PA Lacuer03
- PA Linga01

LACUER CITY RESIDENTIAL AREA PICKPOCKET LIST

Map NO.	NPC	Item	Diff.
1	Youth *1	Experience Card	2
2	Man *2	500 Fol	1
3	Tourist *2	Orange Soda	2
4	Tourist *2	Soy Milk	2
5	Scalper *2	Paper Scrap	1
6	Woman *2	Velvet Tear	3
7	Guy *3	Aquaberries	2
8	Efficient Girl *3	555 Fol	2
9	Man *3	600 Fol	1
10	Soldier *4	Paralysis Cure	1
11	Man *5	Blueberries	1
12	Boyfriend *5	Faerie Tear	2
13	Girlfriend *5	Aqua Ring	4
14	Youth *5	Raspberry Jam	1
15	Mother *2	Silver Ring	1
16	Young Boy *2	Carrot Juice	2
17	Gamgee *6	Smith's Hammer	1
18	Sufia *6	Damascus	5
19	Child *7	Doodles	1
20	Mother *7	Meat	2
21	Ashton *8	Swords of Deflection	2
22	Welch	Death of Originality	2
23	Celine	Crested Rod	4
24	Chisato	Premium Paper	2

CONTEST PREPARATIONS

When the party arrives, the entire city of Lacuer is preparing for the annual Armory Contest. Warriors from all across Expel are expected to arrive and compete for the grand prize. Claude intends to be one of them. Due to the preparations, the weapons shops are closed to all but the contestants. However, the shops on the far east side of town are still open for business. At the Skill Guild, all three Combat skill sets are available. If Claude is the protagonist, then purchasing them all is strongly recommended. Buying other items is not necessary at this time. After touring Lacuer or engaging the numerous Private Actions currently available, head north up the central street to Lacuer Castle.

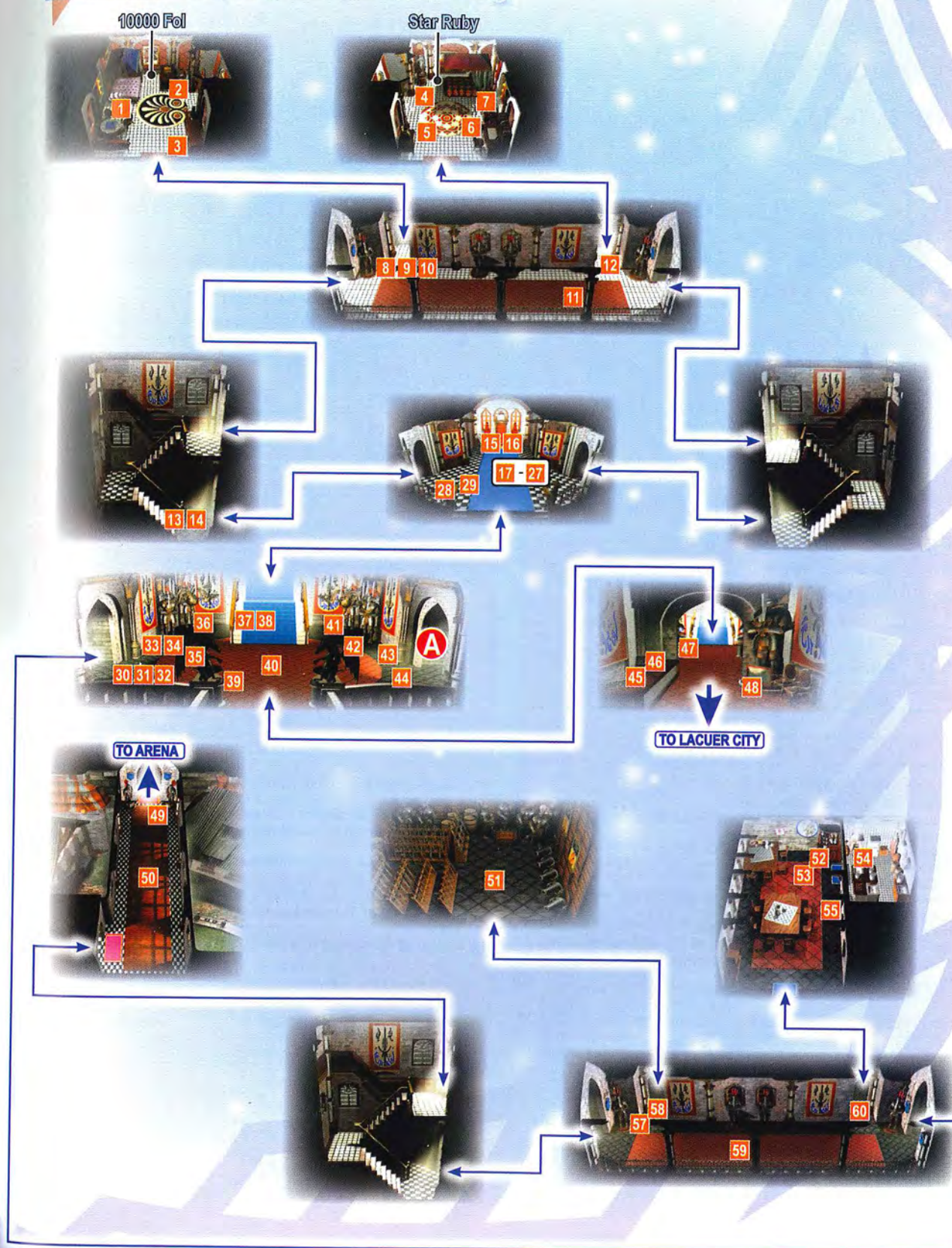


Weapon shops in Lacuer are closed to all but contest entrants. Guess it's time to sign up...

- *1. No longer appears after registering for the Armory Contest and resting at an inn.
- *2. Only appears during the Armory Contest.
- *3. No longer appears after monsters attack Lacuer. Appears in VR Expel.
- *4. Appears after monsters attack Lacuer.
- *5. No longer appears when the Armory Contest ends.
- *6. No longer appears after monsters attack Lacuer. Does not appear during PA.
- *7. Does not appear during the Armory Contest. No longer appears after monsters attack Lacuer. Appears in VR Expel.
- *8. Appears either at 21 or in the shopping area at 48. Can only pickpocket once.

LACUER CASTLE

Lacuer Castle, Entrance, & West Wing



LACUER CASTLE, ENTRANCE, & WEST WING PICKPOCKET LIST

Map NO.	NPC	Item	Diff.
1	Forlong *1	Sinclair	4
2	Dagol *1	Cestus	2
3	Soldier *1	Blueberries	1
4	Maid	Anklet	2
5	Child *2	50 Fol	1
6	Lady *2	Seafood	3
7	Rozaria *3	Princess Ring	8
8	Soldier *5	Buckler	4
9	Soldier *4	Amulet of Antivenin	2
10	Soldier *4	Antidote	2
11	Maid	Rice Cake	1
12	Soldier *6	Boots	2
13	Nerolie *7	100 Fol	2
14	Basil *7	Spectacles	2
15	King of Lacuer *7	Crown	3
16	Yuukari *8	Weird Shape	1
17	Guide *4	Conductor Baton	7
18	Soldier *9	Stringy Sword	2
19	Nerolie *8	Jack-in-the-Box	7
20	Basil *8	Iron	1
21	Tour Group Member *4	Ugly Accessory	1
22	Tour Group Member *4	Premium Paper	2
23	Tour Group Member *4	Cinderella Glass	4
24	Tour Group Member *4	Blueberries	2
25	Mother from Colder Climes *4	400 Fol	2
26	Child from Colder Climes *4	Vanilla Ice Cream	2
27	Freeloader *4	Thief's Glove	1
28	Youth *8	150 Fol	2
29	Soldier *7	Blueberries	1
30	Youth *1	Blackberries	3

NPCs in red do not appear in VR Expel.

*1. Appears after monsters attack Lacuer.

*2. Appears after monsters attack Lacuer. Does not appear if Rozaria is present.

*3. Appears if you make Chris go to Lacuer during PA Krosse06.

*4. No longer appears after registering for the Armory Contest and resting at an inn.

*5. Appears after registering for the Armory Contest and resting at an inn.

*6. Only appears during the Armory Contest.

*7. Appears after acquiring the Energy Stone in the Hoffman Ruins.

*8. Appears after the monsters attack Lacuer and before acquiring the Energy Stone in the Hoffman Ruins.

Map NO.	NPC	Item	Diff.
31	Man *7	Blueberries	1
32	Youth *1	150 Fol	3
33	Mama *1	500 Fol	2
34	Yuukari *7	Glass Slippers	2
35	Maid *4	Heavy Ring	1
36	Woman *7	Strawberry Jam	2
37	Gamgee *1	Smith's Hammer	1
38	Sufia *1	Orichalcum	6
39	Maid *10	Twin Splicers	2
40	Soldier *9	Ruby	3
41	Edda *1	Smith's Hammer	1
42	Participating Fighter *4	Longsword	*14
43	Guild Master *1	Pet Food	2
44	Lacuer Innkeeper *1	Iron	2
45	Reception Soldier	Fountain Pen	2
46	Reception Soldier	Fountain Pen	3
47	Woman *11	Victory Card	4
48	Man *11	Critical Card	4
49	Soldier *6	Leather Greaves	3
50	Youth *12	Magic Clay	2
51	Soldier *13	500 Fol	2
52	Girl	Fruit	2
53	Man	300 Fol	1
54	Cook	Filet Mignon	1
55	Chef *1	Hamburg Steak	1
56	Chiqasi *4	Weird Shape	1
57	Fastred *1	Pebbles	1
58	Soldier *9	Padded Armor	2
59	Maid	Bean Paste Bun	3
60	Soldier *6	Round Shield	2

*9. Appears either during the Armory Contest or after monsters attack Lacuer.

*10. Appears after the Armory Contest.

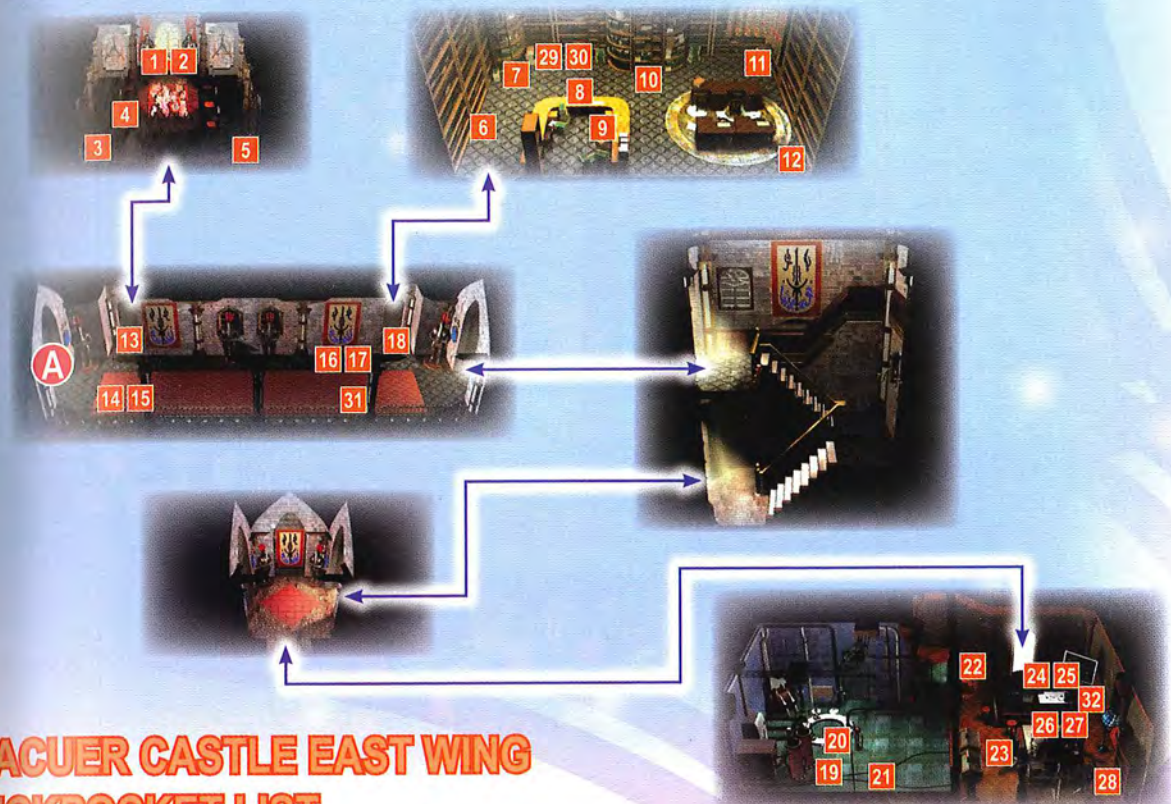
*11. Appears after monsters attack Lacuer until setting off for the Hoffman Ruins.

*12. Does not appear during the Armory Contest. Does not appear after monsters attack Lacuer.

*13. Does not appear after monsters attack Lacuer. However, talking to the soldier at 58 while Leon is in the party makes him reappear.

*14. Equipping Precis with a Robot Puncher lowers difficulty.

Lacuer Castle East Wing



LACUER CASTLE EAST WING PICKPOCKET LIST

Map NO.	NPC	Item	Diff.
1	Soldier	Aquaberries	2
2	Soldier	Blueberries	1
3	Soldier	Amulet of Freedom	2
4	Soldier *1	800 Fol	3
5	Soldier	Blackberries	1
6	Soldier *2	70 Fol	2
7	Bartender *3	Lime Cooler	3
8	Researcher *2	Maple Syrup	2
9	Librarian	Feather Pen	2
10	Researcher *2	Sour Syrup	4
11	Researcher *2	Premium Paper	3
12	Nol *3	Sacrificial Doll	3
13	Soldier *4	Blackberries	1
14	Maid *5	Silver	2
15	Young Woman *6	Sapphire	3
16	Ayura *6	50 Fol	1
17	Maid *6	Silver Barrette	2
18	Soldier *4	Aquaberries	1
19	Murdock *3	Resurrection Elixir	4
20	Flonith *3	Triangle Flask	6
21	King of Lacuer *7	Crown	3
22	Soldier	Sour Syrup	2
23	Leon *7	The World's a Stage	3

Map NO.	NPC	Item	Diff.
24	Research Staff *8	Immunity Pill	3
25	Research Staff *9	Mandrake	2
26	Research Staff *8	Immunity Pill	2
27	Research Staff *9	Wolfsbane	1
28	Research Staff *8	Refreshing Syrup	4
29	Ernest	Froghead	1
30	Bowman	Sterile Glove	5
31	Precis	Steel Puncher	4
32	Opera	White Clip	5

NPCs in red do not appear in VR Expel.

*1. Does not appear after the King says to go to the Hoffman Ruins.

*2. Does not appear after the King says to go to the Hoffman Ruins. Appears in VR Expel.

*3. Appears after monsters attack Lacuer.

*4. Only appears during the Armory Contest.

*5. Appears after the Armory Contest.

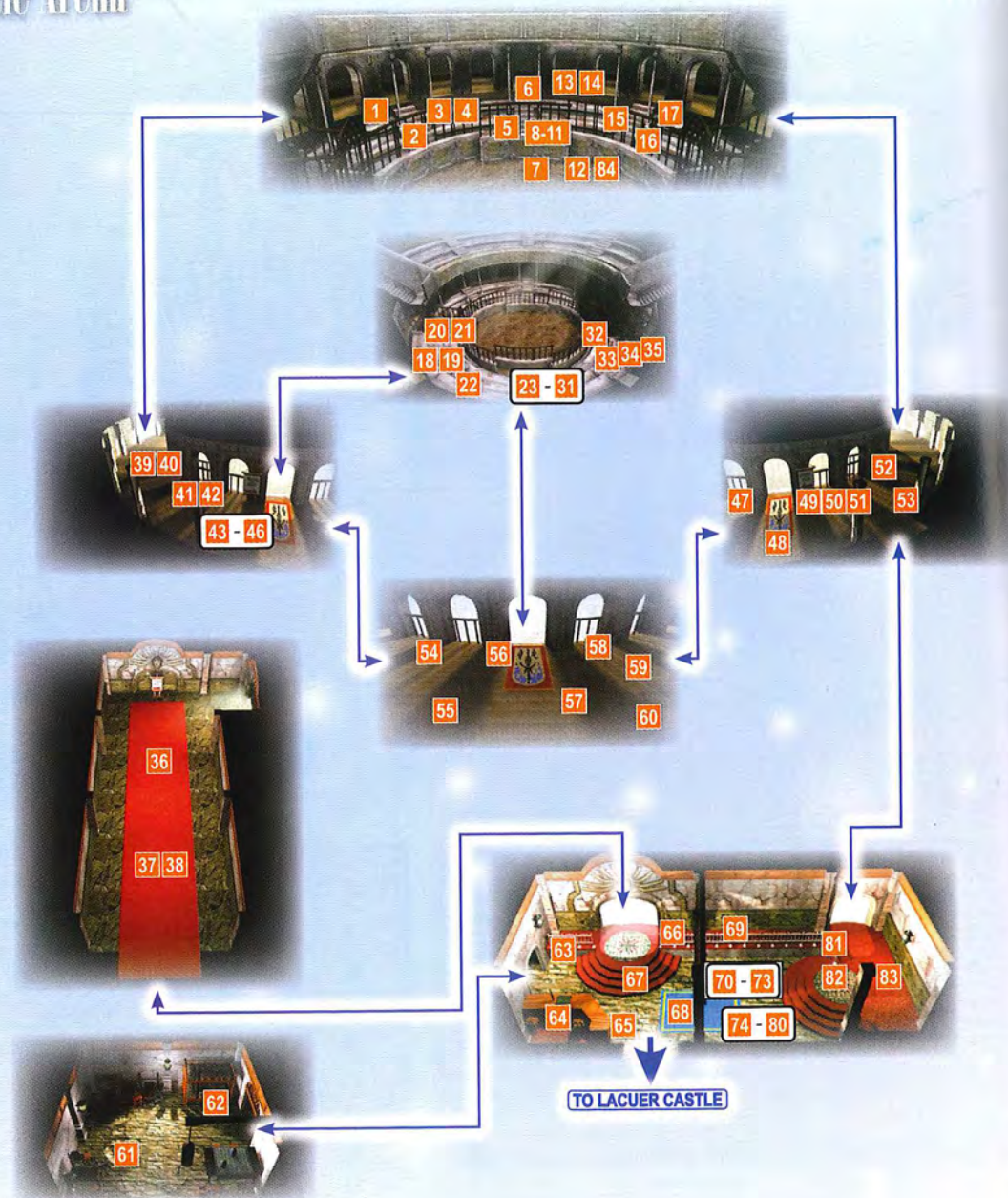
*6. No longer appears after registering for the Armory Contest and resting at an inn.

*7. Appears after monsters attack Lacuer until going to the Hoffman Ruins.

*8. Does not appear during the Armory Contest and after monsters attack Lacuer.

*9. Appears during the Armory Contest and again between acquiring the Energy Stone from the Hoffman Ruins until giving it to King Lacuer.

Lacuer Castle Arena



ENEMY DATA

RENA EVENT

Armored Knight

HP 180 WEAK VS. None
 DROP Blueberries (6%)



LACUER ARENA PICKPOCKET LIST

Map NO.	NPC	Item	Diff.
1	Young Boy *1	50 Fol	1
2	Edda *1	High Heels	2
3	Guide *1	Conductor Baton	8
4	Soldier *2	150 Fol	1

Map NO.	NPC	Item	Diff.
5	Spectator *3	Ugly Accessory	1
6	Soldier *2	200 Fol	1
7	Edward *3	Froghead	1
8	Claude *4	Amulet of Antivenin	1

Map NO.	NPC	Item	Diff.
9	Celine *4	Sour Syrup	1
10	Ashton *4	Gold Earring	1
11	Precis *4	Daze Bomb	2
12	Man *5	Weird Shape	1
13	Leon *1	Walls of the Soul	2
14	Leon's Mother Florith *1	Mandrake	2
15	Researcher *1	Artemis Leaf	1
16	Dagol *1	Crazy Cow	2
17	Maid *1	Orange Soda	2
18	??? *1	Fountain Pen	2
19	Assistant *1	Premium Paper	1
20	Spectator *3	Chocolate Crepe	1
21	Forlong *1	500 Fol	2
22	Storyteller *1	Fruit Milk	1
23	Swordsman *1	Silver Pendant	2
24	Soldier *6	Aquaberries	1
25	Spectator *3	Vanilla Ice Cream	1
26	Sufia *1	Gold	2
27	Gamgee *1	Smith's Hammer	1
28	Soldier *1	Maple Syrup	1
29	Aki *1	Carrot Juice	1
30	Kiki *1	Bitter Juice	1
31	Saki *1	White Peach Sherbet	1
32	Fastred *1	Longsword	2
33	Youth *1	Apple Crepe	1
34	Soldier *3	200 Fol	2
35	Soldier *6	Blackberries	2
36	Combatant *1	Boots	2
37	Combatant *1	Leather Helmet	2
38	Maid *6	Blueberries	2
39	Boyfriend *1	Vegetable Juice	1
40	Girlfriend *1	Chocolate Crepe	1
41	Granny *1	Pickled Plum	1
42	Gramps *1	Kasuzuke	1
43	Young Girl *1	Banana Crepe	1
44	Young Girl *1	White Peach Sherbet	1
45	Young Girl *1	Carrot Juice	1
46	Young Girl *1	Apple Crepe	1

Map NO.	NPC	Item	Diff.
47	Swordsman *1	Baselard	3
48	Young Woman *1	Orange Sherbet	1
49	Youth *1	Flat Soda	1
50	Youth *1	Cola	1
51	Youth *1	Orange Soda	1
52	Man *1	Banana Crepe	1
53	Soldier *2	150 Fol	2
54	Young Boy *1	Lime Cooler	1
55	Lucy *1	Flat Soda	1
56	Young Boy *1	Megabomb	3
57	Young Boy *1	Orange Sherbet	1
58	Passionate Old Man *1	Fire in the Sky	1
59	Young Woman *1	Cola	1
60	Father *1	Cola	1
61	Soldier *2	Paper Scrap	1
62	Soldier *2	Paper Scrap	1
63	Soldier *1	Wooden Shield	1
64	Soldier	Fountain Pen	1
65	Soldier *1	300 Fol	1
66	Soldier *1	Stringy Sword	1
67	Soldier *3	Blackberries	1
68	Soldier *1	Blueberries	1
69	Maid *3	Bracelet of Gambling	1
70	Soldier *3	Twin Splicers	2
71	Combatant *1	Leather Armor	1
72	Combatant *5	600 Fol	2
73	Combatant *5	Antidote	2
74	Young Girl *7	Gold Ring	3
75	Woman *7	Onyx Earring	3
76	Man *7	600 Fol	2
77	Father *7	Feather Pen	2
78	Son *7	Harmonica	3
79	Fan *7	Cinderella Glass	3
80	Fan *7	Cinderella Glass	3
81	Soldier *1	Leather Greaves	1
82	Soldier *1	Round Shield	1
83	Youth *1	Necklace	1
84	Dias	Shield of Algol	4

NPCs in red do not appear in VR Expel.

*1. Only appears during the Armory Contest.

*2. Appears after the Armory Contest ends.

*3. No longer appears after registering for the Armory Contest and resting at an Inn.

*4. Appears only while watching a fight in the Armory Contest.

*5. Appears after monsters attack Lacuer.

*6. Appears after the Armory Contest ends, and again after monsters attack Lacuer.

*7. Appears the day of the Armory Contest before the tournament begins.

ENEMY DATA

ARMORY CONTEST EVENTS

Brownie

HP 2000 WEAK VS. None
DROP None

Dias

HP 4000 WEAK VS. None
DROP None

Ogre

HP 4200 WEAK VS. None
DROP None

Shielder

HP 1400 WEAK VS. None
DROP None

Troll

HP 2700 WEAK VS. Fire
DROP None



OBJECTIVE LIST

1. Register for the Armory Contest at the reception desk.
2. Choose a weapon shop to sponsor Claude in the Armory Contest.
3. Rest at the inn.
4. At the castle arena, check in with the soldier behind the desk.
5. Speak to everyone in the waiting room.
6. Defeat the Brownie.
7. Watch Dias's first match from the stands.
8. Defeat the Troll.
9. Defeat the Ogre.
10. If you fail to defeat the Ogre, defeat the Shielder.
11. Lose to Dias.
12. Speak to the weapon merchant who sponsored you to receive prizes.
13. If you defeat the Ogre, speak with Gangee inside his hut to acquire the Deadly Edge.

PA Arlia 10
PA Salva 10
PA Krosse 10
PA Marze 6
PA Lacuer 4
PA Lacuer 5

BE THE BIG MAN

Upon entering the castle, speak to the first reception soldier at the desk to learn that the king won't be granting audiences until after the tournament. Leaving the castle at this point triggers an additional scene in which Claude expresses his desire to join the Armory Contest. Speak to the second reception soldier behind the desk and agree to register for the Armory Contest.



Sign up for the Armory Contest at the reception desk inside Lacuer Castle.

The next step is to leave the castle and choose a weapon shop to provide equipment and items for Claude's matches. However, don't rush off. Take some time to pickpocket the scores of servants inside the castle. Also, head up to the Princess's room to steal a **Star Ruby** from a chest.



Speak to the castle staff to learn more about the Armory Contest.



Introduce yourself to Leon in the Lacuer Royal Laboratory.

FINDING SPONSORSHIP

After exploring the castle, return to the city and head east. Speak to all the weapon shop owners along the street as well as Edda inside "The Savage Slayer." Different shop owners use various tactics to try to goad Claude into using their equipment in the contest, because the weapon shop that sponsors the winner gets bragging rights for a year. During the conversation, Claude's status screen appears and shows how Claude would be equipped and what his statistics would be if he chose to go with the shop in question. The following table features a breakdown of the attribute bonuses.

Basically, equipment offered by "Counterpunch" and "Knockout" create an imbalance in strength and defense. The best options are "Savage Slayer" or "Straight Jab." Go for defense over offense and choose "Savage Slayer."



Speak to the arms dealers standing in the eastern streets of Lacuer City to find a sponsor for the Armory Contest.



Choose the set of equipment that helps you survive the contest, not the one that saves you money later.

Attribute Bonuses by Weapon Shop

ATTRIBUTE	COUNTERPUNCH	KNOCKOUT	SAVAGE SLAYER	STRAIGHT JAB
STR	100	285	240	250
DEF	99	16	59	46
AVD	30	50	60	60

CLAUDE'S TOURNAMENT DAY

The endorsed weapon shop gives the party an **Armory Contest Badge**. After a follow-up scene near the city's entrance, you are free to leave town in spite of your allies' warnings. Revisit previous locations and initiate Private Actions if you like, or return to dungeons on the Krosse continent and build up Claude's skills. *Most importantly, exit Lacuer and save your game!*



After obtaining sponsorship, feel free to leave Lacuer despite the protest of fellow heroes.

When you're ready to continue, return to Lacuer and rest for the night at the inn. Contest entrants sleep for free! On the following day, exit the inn and head for the castle. Note that more people are in town for the tournament, which means more victims to pickpocket.

Travel through the castle to reach the arena. Speak to the soldier at the lobby desk to sign in. Rena leaves the party at this point. Enter the waiting room to the west and speak to all the other combatants to begin the tournament.



Sign in with the soldier at the desk, then converse with everyone in the waiting room through the doorway on the left.

ROUND ONE

Claude's first match is against a Brownie. This foe isn't too difficult, so don't waste any of your items during the first match. Afterward, exit the waiting room and go through the northeast door of the lobby to the arena. Navigate to the north side and join your friends in the stands to watch Dias fight.



The Brownie chops up fairly easily.



Between rounds, return to the stands and check in with your friends.

ROUND TWO

Claude's second foe is a Troll, who is only slightly more threatening than the previous opponent. Hit it with a Knuckle Burst and a Helmetbreak to soften it up, then finish the job with just a few attacks.



Utilize a few special arts at the start of the match against the Troll to gain the advantage, but conserve MP for later bouts.

SEMIFINALS

Claude goes straight into his semifinal match against an Ogre. This is the last foe he must beat to continue, and this enemy is quite a bit more aggressive than the others. The best tactic is to evade it and attack with Knuckle Bursts and Helmetbreak special arts until it is defeated. If you fail to defeat the Ogre, Claude loses a valuable prize and must defeat a Shielder to get back into the finals. The Shielder should provide little resistance.



Pull out all the stops against the Ogre. A valuable sword is on the line!

THE AGONY OF DEFEAT

The final match pits Claude against Dias. Unfortunately, the deck is stacked against Claude. None of Claude's hits cause any damage, and Dias wipes the floor with Claude in a matter of seconds. This battle cannot be won.



Claude is lucky if his duel with Dias lasts even this long.

SECOND PLACE IS GOOD ENOUGH!

Exit the castle and return to the weapon shop that sponsored you in the Armory Contest. The merchant gives you all the equipment worn in the tournament, plus **6500 Fol**.

If Claude defeated the Ogre, then head to Gamgee's Hut on the west side of Lacuer City. Gamgee gives Claude the **Deadly Edge**, a good weapon that can be made even better through Customization.



Revisit your sponsor to claim a decent second-place reward.



Rena's friend Gamgee has a little parting gift for Claude.

WEAPON SHOPS OPEN!

Following the tournament, exit Lacuer and return to find that the weapon shops are now all open. Use your prize money to equip your party members with the strongest equipment that money can buy!



OBJECTIVE LIST

1. Sign up for the Armory Contest at the reception desk.
2. Choose a weapon shop to sponsor Claude in the Armory Contest.
3. Rest at the inn.
4. Visit Gamgee's Hut on the west side of the city.
5. Meet Sufia outside the hut.
6. Go inside the hut and pickpocket Gamgee. (Optional)
7. Take Sufia to the tavern and talk with everyone there.
8. Leave the tavern, meet Dias, and return to the inn to rest.
9. Enter Lacuer Castle, head to the reception area, and let Claude sign in.
10. Talk to Dias.
11. Return to Gamgee's Hut and speak with Sufia.
12. At the tavern, defeat the three punks who stole the Swallowblade.
13. Reenter the bar and speak to Gamgee. (Optional)
14. Return to the reception area and talk to the soldier at the desk. (Dias leaves the party.)
15. Talk to Claude in the arena stands.
16. When Claude leaves for his match, go to the south side of the arena and talk to Gamgee.
17. Return to the north side of the arena and watch Claude's match.
18. After Claude's match, talk with Gamgee again, search the reception area, then return to the north side of the arena to watch Dias fight.
19. Watch the remainder of the matches, then take a break before Claude and Dias's finale; talk to Gamgee again, visit the reception area, then return to your seat.
20. Watch the final match, then collect Claude in the waiting room.
21. Afterward, talk to your sponsor, exit the city to save the game, then go to Gamgee's house to receive the Deadly Edge.

PA Arlia09
PA Arlia10
PA Salva10
PA Krosse10
PA Harley07
PA Lacuer4
PA Lacuer5

RENA STEPS OUT

Enter the castle and speak to the second reception soldier behind the desk to sign up Claude for the Armory Contest. Next, return to the shop area and choose a weapon shop as a sponsor. The best choice is probably "Savage Slayer."

After receiving the **Armory Contest Badge**, rest at the inn. During the night, Rena leaves the party. Go to the west side of town and walk up the stairs. Rena encounters a little girl named Sufia outside her grandfather's hut. Optionally, you may go inside and speak to Gamgee, or try to pickpocket him to obtain a **Smith's Hammer**.

Lead Sufia back to the bar near the city entrance. Go inside, speak to everyone there, and then exit. Afterwards, return to the inn and go back to your room.

CONTEST CORRUPTION

The next morning, head to the castle. Navigate through the castle to the arena. Talk to the soldier at the desk. When Dias appears, speak to him. Rena leaves the party again and temporarily joins with Dias.

Return to Gamgee's Hut in Lacuer City and speak with Sufia. Head to the bar, where Dias easily wipes out three Armored Knights to recover the **Swallowblade**. For an additional scene, reenter the bar and speak to Gamgee.

Travel back to the arena and speak to the soldier at the desk in the lobby. Dias leaves the party just in time to join the tournament. Enter the stadium and follow either tunnel to head to the north side where your friends await.

TIME TO RELAX

Claude now fights a series of matches that proceed automatically. When you regain control between each fight, head to the south side of the arena and speak to Gamgee, then return to your seat to keep things going. After Claude loses his final match against Dias, go to the waiting room and the party will regroup.

Now you can revisit your sponsor and receive all the equipment Claude used in the contest, as well as **6500 Fol**. Afterwards, visit Gamgee at his hut to receive the **Deadly Edge**. The weapon shops reopen at this point, so purchase new equipment for all your party members before heading off to Linga.

THE GIRL FROM THE SKY

Completion of the Lacuer Armory Contest allows for the recruitment of a new character in the castle city, provided that there are four or more characters in the party (with Leon, five or more). Initiate a Private Action at Lacuer and head toward the castle. Unless other Private



OCEAN: First Departure. At the end of the scene, you can offer her a spot in your party. Exit town and Welch joins the party.

Actions are taking place, a girl falls from the sky and lands on the protagonist. Welch Vineyard is a charming but strange girl who also appeared in **STAR**

WELCOME OPERA AND ERNEST

Following the Lacuer Armory Contest, two new characters can be recruited almost simultaneously, provided you have not already recruited Ashton. The steps required for recruiting them both take you back to Krosse and add several hours to your game time. But having these two strong heroes in the party is well worth the effort.

First, you must have engaged Private Action Krosse07, in which the party encountered a three-eyed man on the north street of Krosse City. If not, the following will not work.

Enter the tavern in Hilton. There, you meet Opera Vectra, a woman with three eyes. After the scene, hire a ship from Hilton to return to Krosse.

Return to the Throne Room in Krosse Castle and speak to the King. His Majesty grants you permission to enter the Mountain Palace, plus he also hands over **10000 Fol**.

Travel to the Mountain Palace at the north end of the Krosse continent. Use the maps in this guidebook to follow "Path B." Along the route, the party encounters Opera again. Select the dialog option "Yes, let's go together," and she joins the party.

The rest of this section concerns pursuing Ernest. Continue following "Path B" through the Mountain Palace. Defeat the twin Fire Lizard bosses and head through the door to the east. Follow the corridor until you reach a laboratory.

Exit the Mountain Palace and return to Arlia. Enter the Sacred Forest as a group and search for Opera's spaceship.

Resume following the events of the game as usual until the party travels to the Hoffman Ruins with Leon. After obtaining the Energy Stone, return to the entrance to find Ernest engaged in battle. Defeat the Ghost boss and then choose the option, "Would you like to stick with us some more?". Ernest joins the party.

Please note: Rejecting Ernest from the party at the Hoffman Ruins causes Opera to leave, too. So if you want Opera but do not want Ernest, do not look for the spaceship in the Sacred Forest.

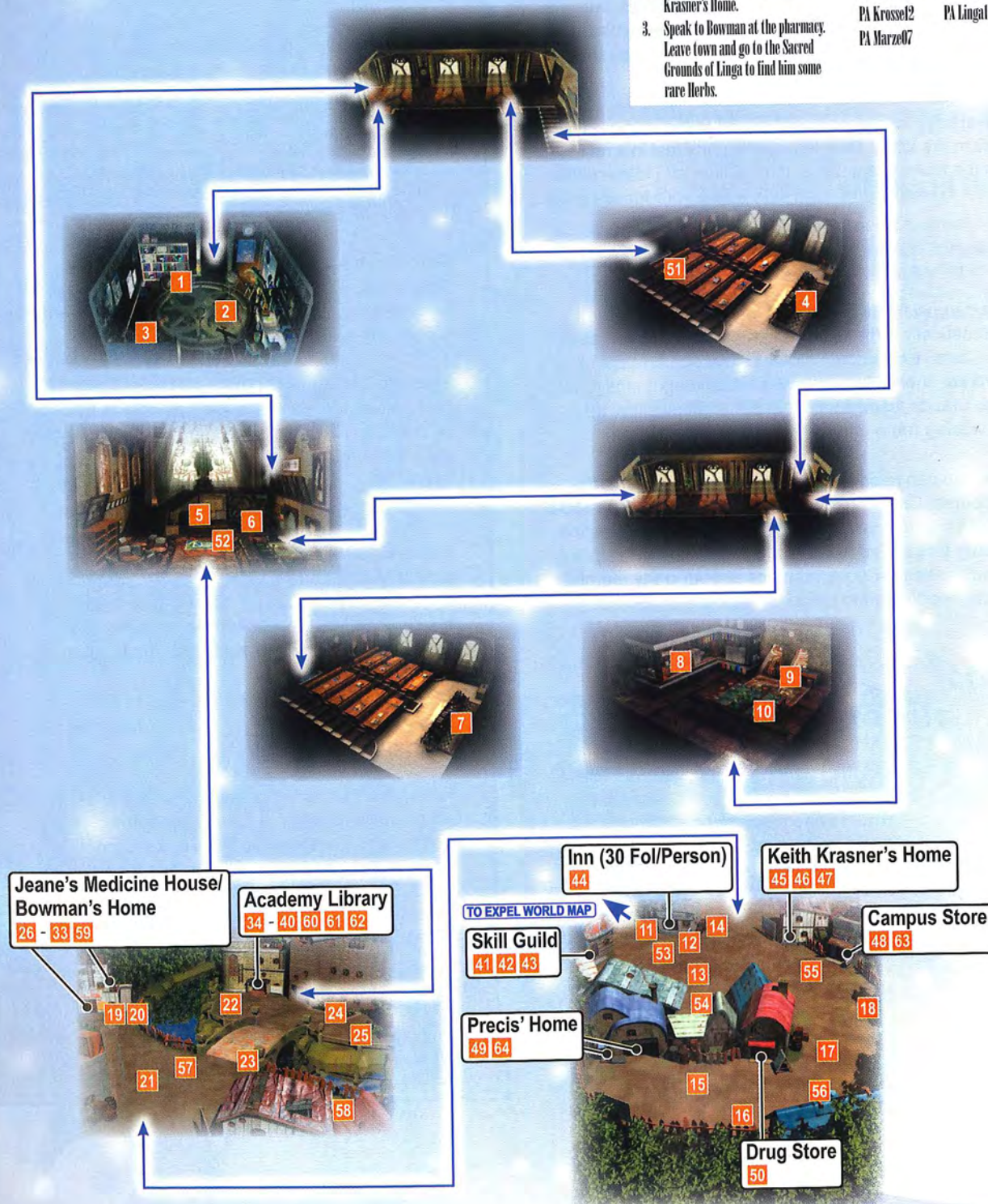
LINGA

University Town Linga

OBJECTIVE LIST

1. After meeting Precis, initiate a Private Action to recruit her, if desired. (Optional)
2. Speak to the assistant in Keith Krasner's Home.
3. Speak to Bowman at the pharmacy. Leave town and go to the Sacred Grounds of Linga to find him some rare Herbs.

PA Arlia11
PA Salva11
PA Salva12
PA Krossel1
PA Krossel2
PA Marze07
PA Marley08
PA Linga07
PA Linga08
PA Linga09
PA Linga10



LINGA PICKPOCKET LIST

Map NO.	NPC	Item	Diff.
1	Assistant	Shock Oil	1
2	Professor	Potion of Reversal	1
3	Assistant	Smoke Oil	1
4	Professor	Faerie Cologne	2
5	Receptionist	300 Fol	2
6	Assistant	Oil of Paralysis	1
7	Professor	Bitter Lotion	2
8	Cafeteria Worker	Meat	1
9	Student	Risky Resurrection	2
10	Student	Medical Rinse	2
11	Soldier *1	Silver	2
12	Woman	Bitter Cake	1
13	Woman	Grains	1
14	Soldier *1	Gold	2
15	Man	Iron	1
16	Beefy Dude	Strength Bottle	3
17	Man	Pet Food	1
18	Soldier *1	Iron	2
19	Ninay *2	Evening Dress	5
20	Bowman *3	Blazing Knuckles	5
21	Youth	1500 Fol	2
22	Student	Fountain Pen	2
23	Soldier *1	Athelas	1
24	Female Scholar	Artemis Leaf	1
25	Scholar	Wolfsbane	1
26	Bowman *4	Ring of Happiness	3
27	Ninay *5	Ring of Trust	2
28	Claude *6	Farcutter	4
29	Rena *6	Metal Fang	4
30	Celine *6	Rod of Jewels	4
31	Opera *6	X Clip	4
32	Ashton *6	Shield Swords	4

Map NO.	NPC	Item	Diff.
33	Precis *6	Super Puncher	4
34	Librarian	Magic Gumdrop	1
35	Librarian	Spectacles	1
36	Student	Engineer's Handbook	1
37	Student	Operation Manual	2
38	Student	Fanfic!	1
39	Student	Secrets of the Earth	3
40	Student	Hermetic Philosophy	3
41	Skill Guide	Scroll of Reprisal	2
42	Guildmaster	Scroll of Power	2
43	Advisor	Friends of the Woods	2
44	Linda	200 Fol	2
45	Assistant *7	Paper Scrap	1
46	Assistant *7	Fountain Pen	2
47	Keith *7	Beret	3
48	Co-op Lady	Fountain Pen	1
49	Graft	Iron	1
50	Joe	Mist of Madness	2
51	Welch	Damascus	2
52	Rena	Laced Boots	3
53	Leon	Picture Encyclopedia	3
54	Dias	The Scream	3
55	Ashton *8	Plate Mail	2
56	Chisato	Feather Pen	1
57	Celine	Silk Robe	3
58	Noel	Friends of the Woods	2
59	Bowman	Ring of Happiness	3
60	Ernest	Battle Suit	4
61	Claude	Fine Shield	3
62	Opera *9	Pin Heels	3
63	Opera *10	High Heels	3
64	Precis *11	Flare Bomb	3

NPCs in red do not appear in VR Expel.

*1. Appears after monsters attack Lacuer.

*2. Appears after giving the medicinal herbs to Bowman and re-entering Linga.

*3. Appears after giving the medicinal herbs to Bowman and re-entering Linga if Bowman does not join party.

*4. Does not appear during PAs before giving Bowman the medicinal herbs.

*5. Can only acquire a Magical Cap (difficulty 4) immediately after giving Bowman the medicinal herbs.

*6. Appears after giving the medicinal herbs to Bowman.

*7. Appears after giving the medicinal herbs to Bowman.

*8. Found to the right of the pharmacy during Rena's side.

*9. Appears only during Claude's side.

*10. Only appears during Rena's side.

*11. Cannot pickpocket Precis during Claude's side during a generally occurring PA.

SHOPS

Skill Guild "Brain Fare"

ITEM	SKILLS LEARNED	FOL
Knowledge 1	Mineralogy, Herbology, Recipe	300
Knowledge 2	Music Knowledge, Item Knowledge, Biology	1500
Knowledge 3	Mental Science, Faeriology, Piety	2700
Technical 3	Performance, Smithing, Technology, Operation	3600



GET PRECISE WITH PRECIS!

A Private Action available in Linga allows the party to recruit another member, if desired. In spite of her youth, Precise is a good melee fighter with great special arts and a cocky attitude that proves highly entertaining. Just keep in mind that recruiting Precise means you *cannot* recruit Bowman Jeane later.



To recruit Precise, enter the town to view a scene, then exit and initiate a Private Action. Claude will find her with Robbie on the

steps outside Bowman's pharmacy, while Rena must head to Precise's house and speak to her father. After spending some time together, Precise asks if she can join the party. If you agree, she joins when you exit Linga.

Campus Store
"The Academy Co-op"

ITEM	FOL
Mechanic's Toolbox	1200
Reference Book	2300
Amber Robe	4000
Magic Canvas	1000
Magic Clay	600
Feather Pen	20
Magic Camera	9800
Magic Film	900
Spectacles	8
Fountain Pen	460
Pet Food	10
Thief's Glove	40000
Smith's Hammer	250
Resurrection Elixir	3600
Aquaberries	105
Blackberries	200
Blueberries	60
Premium Paper	150

Drug Store
"CSV Pharmacy"

ITEM	FOL
Apple Jam	70
Aloe Jam	80
Aquaberries	105
Blackberries	200
Blueberries	60

Pharmacy
"Jeane's Medicine House"

ITEM	FOL
Mandrake	150
Rose Hip	230
Artemis Leaf	720
Wolfsbane	360
Lavender	490
Athelas	660
Antidote	140
Paralysis Cure	180
Stone Cure	450
Strength Bottle	230

LANGUISHING FOR THE LINGUIST

Following the Lacuer Armory Contest, life returns to the everyday routine in Linga. However, linguist Keith Krasner has some work to catch up on and no time to entertain the heroes. The party needs a local ally to help them cut through the red tape and get introduced directly to Keith. Whether Precise is in the party or not, she suggests talking to Bowman Jeane.



Keith's assistant shows the party to the door.

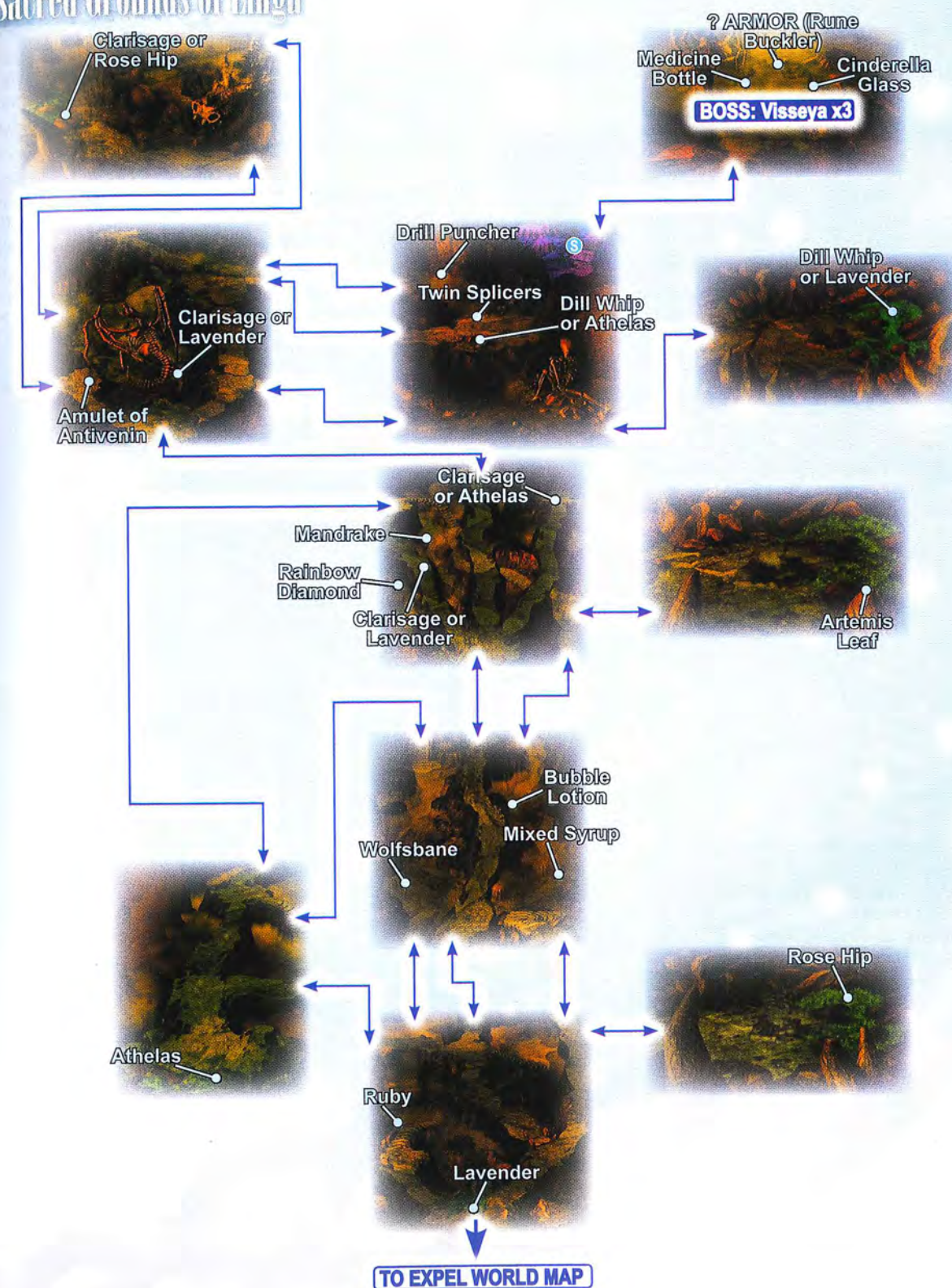
Enter the pharmacy in the northwest corner of town and speak to Bowman behind the counter. He's a collector and merchant of rare Herbs, which he finds in the Sacred Grounds just outside Linga. He's skeptical of the party and reluctantly agrees to only help them meet Keith if the party can bring him a rare Herb from the Sacred Grounds.

FILL UP ON BLACKBERRIES!

By this point in the game, your funds should be sufficient enough to max out your supply of Blackberries. From this point forward, go into every dungeon with a full supply of 20 Blackberries. Doing so is crucial to survival in all boss fights that remain.

SACRED GROUNDS OF LINGA

Sacred Grounds of Linga



ENEMY DATA

Bloodhound

HP 1100 WEAK VS. None
 DROP Steak (6%)



Coquettish Whip

HP 1000 WEAK VS. None
 DROP Necklace (6%), Tallysman (6%)



Killer Rabbit

HP 2000 WEAK VS. Wind
 DROP Rabbit Risotto (6%)



Mandrake

HP 800 WEAK VS. None
 DROP Mandrake (6%), Wolfsbane (6%)



Ooze

HP 2300 WEAK VS. None
 DROP Ooze Cocktail (2%)



Wolfhead

HP 600 WEAK VS. Wind
 DROP Silver Pendant (4%)



OBJECTIVE LIST

1. Search the Sacred Grounds to find either the Clarisage or the Dillwhip.
2. Defeat the Visseya trio. (Optional)
3. Backtrack to Linga and give the rare Herb to Bowman.
4. Recruit Bowman, if Preci is not in the party. (Optional)
 PA Arlia11
 PA Salva11
 PA Salva12
 PA Krossel1
 PA Krossel2
 PA Marze7
 PA Harley08
 PA Linga07
 PA Linga08
 PA Linga09
 PA Linga10
5. Return to Lacuer Castle and speak to the reception soldier at the desk.
6. Enter the Lacuer Royal Laboratory and speak to the king. Leon joins the party temporarily.
 PA Harley09
 PA Linga11
7. Take Leon to Hilton and set sail for the Hoffman Ruins.

QUICK GRAB

Although navigation in the cave is made complex by multi-level pathways in each chamber, exploring the entire cave is completely unnecessary. The objective is to grab either the **Clarisage**, which appears at one of four locations, or the **Dillwhip**, which appears at one of two locations near the northern Save Point. After obtaining either item, the other one vanishes. Bowman reacts strongly if you bring him the Dillwhip, but he is just as pleased with the Clarisage.



Examine grassy plants in the Sacred Grounds to find a rare Herb for Bowman.

The easiest route to a rare Herb location is to go right from the entrance, take the left path at the first fork, and then go north to a three-prong fork. Take the right branch to find a Clarisage. With one of these in hand, you're all done here. However, exploring the entire cave and defeating the optional bosses here helps characters grow by leaps and bounds.

BOSS
VISSEYA (X3)

HP 10000

WEAK VS. LIGHT

ITEM DROP

ORICHALCUM (47%), DAMASCUS (53%)

These monster worms do not attack; they only attempt to swallow party members. Heroes trapped inside worms cannot take action; instead, allies must attack and destroy the Visseya and free the trapped party members. If a Visseya chewing on a character is not killed quickly enough, the victim dies and is spat out. Note that if all party members are swallowed, the battle ends in an immediate game over.



Use all special arts and consume all MP to destroy the Visseyas as quickly as possible. Program all AI-controlled party members to do the same. Since the Visseyas have no other attacks, set Rena to cast light-based spells rather than heal allies. Celine's light-based spells also inflict decent damage, but you must prevent the Visseya from chasing her. Dispense Blackberries liberally to restore MP and continue to wipe out the Visseyas one by one. This optional battle is worth a lot of Fol and experience, so give it your best shot!

BACK TO BOWMAN

Return to Linga with the Clarisage or Dillwhip and speak to Bowman. He agrees to introduce you to Keith. Leave the pharmacy and head over to Keith Krasner's Home on the east side of the south area. Bowman gets the party inside. Go upstairs and enter the room to speak to Keith.



Bowman helps the party finally meet Keith.

While Keith is translating the Ancient Text, the party returns to Bowman's Home. Take this opportunity to pickpocket the other members of your party for some great items, if desired. When you're finished, enter Bowman's bedroom and approach him to continue. During the following scene, Bowman suggests speaking to the king of Lacuer to secure passage to the Ell continent. If Preci is not in the party, Bowman offers to join.



When freely roaming inside Bowman's home, it's a perfect time to pickpocket the other party members.

LEON'S QUEST

At Lacuer, a soldier imparts the news that monsters have overrun Ell. The forces of evil are now headed for Lacuer. As a result, the inn and shops are all closed, as most everyone is hiding inside the castle.

Enter the castle and speak to the first reception soldier at the desk. The king is in the Lacuer Royal Laboratory in the east wing's basement. The party overhears that Leon has been building a weapon to fight the monsters, but the weapon requires an Energy Stone from the Hoffman Ruins. The heroes offer to take him there and Leon joins the party temporarily. Exit Lacuer, head to Hilton, and speak to the soldier at the docks. Choose the top option to sail to the ruins.



Speak to Gamgee in the castle foyer to receive Plate Armor!



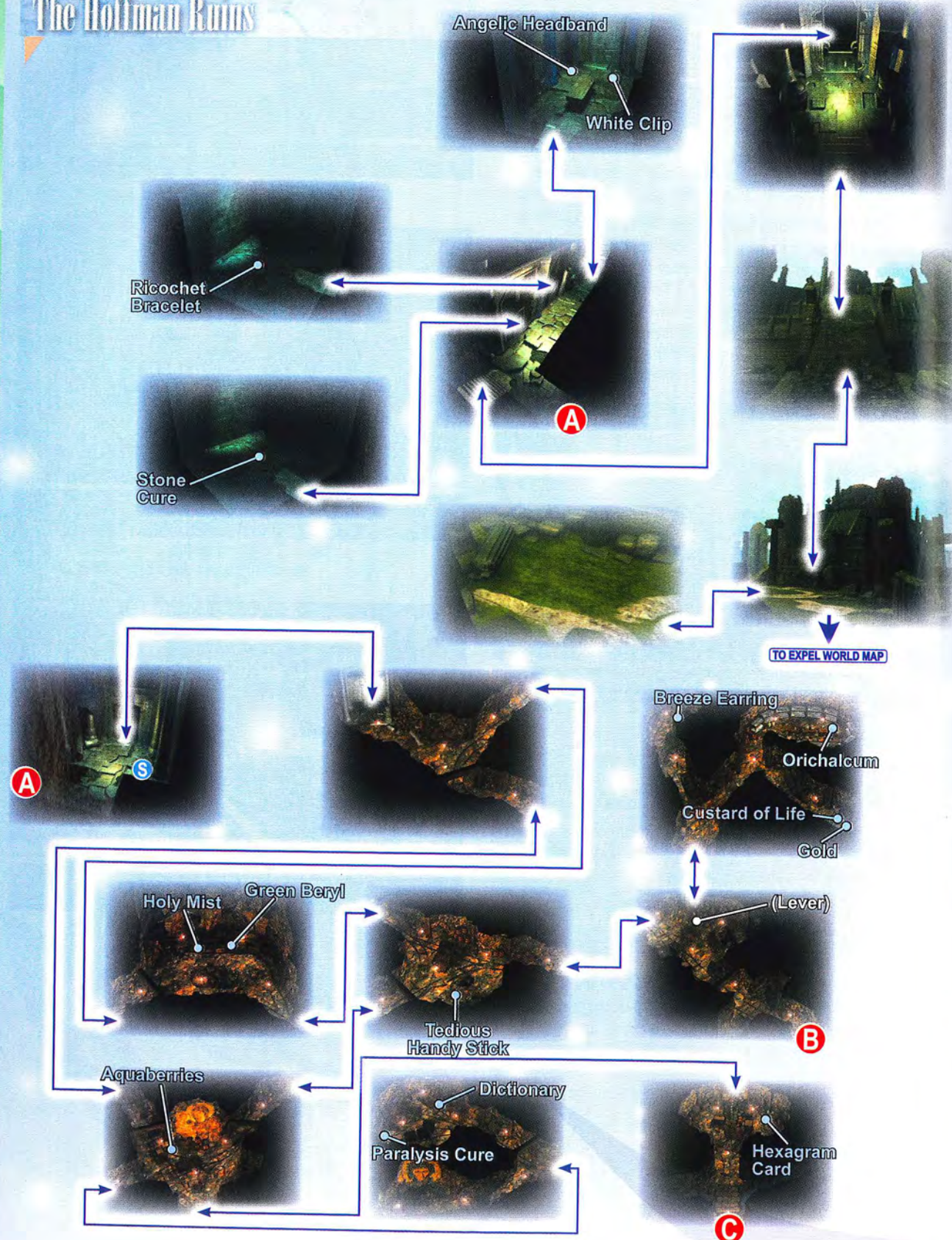
While the King is in the basement, sneak into his room on the uppermost level and open the chest to snag 10000 Fol!



Speak to the special soldier at the Hilton pier to set sail for the Hoffman Ruins.

THE HOFFMAN RUINS

The Hoffman Ruins



OBJECTIVE LIST

1. Navigate to the central chamber.
2. Defeat the Halfynx duo to obtain the Energy Stone.
3. Return to the entrance and defeat the Ghost to recruit Ernest. (Optional)
4. Backtrack to Larner Castle and speak to the king in the Throne Room. Leon leaves the party.
5. Head north from Larner City to the Front Line Base.

PA Harley10
PA Salva06
PA Wilton07
PA Linga04

ENEMY DATA

Axman of Doom

HP 3200 WEAK VS. Light
 DROP Brigandine (5%), Star Ruby (3%)

Black Slime

HP 3600 WEAK VS. Light
 DROP Slimy Gelatin (2%)

Bowlady

HP 600 WEAK VS. Wind
 DROP Silver Pendant (6%)

Ghost

HP 8200 WEAK VS. Light
 DROP None

Protector

HP 200 WEAK VS. None
 DROP Fine Shield (3%), Orichalcum (4%)

Salamander

HP 5000 WEAK VS. Water
 DROP Sacrificial Doll (5%)

Whelp

HP 60 WEAK VS. None (Strong vs. All)
 DROP Lavish Idol (12%), Sacrificial Doll (69%)

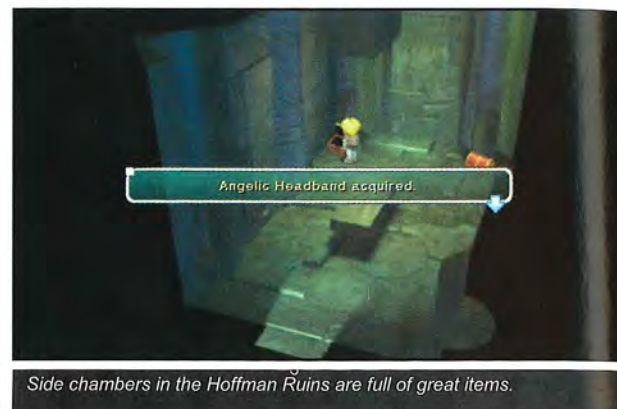
Salamanders Are Tough!

The Salamanders that appear in the Hoffman Ruins and thereafter in the Lacuer continent are extremely difficult to defeat. Their fire breath inflicts multiple hits to all allies standing in a line. Reduce damage from their attacks by equipping active party members with Rubies or Star Rubies. Place at least two melee fighters in the party and attack a single Salamander from both sides to ensure victory. Also, place Leon in the party so that he can cast his Deep Freeze spell.



GOING IN CIRCLES

The mine chambers of the Hoffman Ruins are arranged in a somewhat circular pattern. The party must navigate to the central southern chamber, defeat a pair of powerful bosses, and then navigate back to the exit. For this reason, it's best to follow one branch or the other down to the boss, and then take the second branch back to the entrance.



Side chambers in the Hoffman Ruins are full of great items.

BOSS
HALFYNX (X2)

HP 36700

WEAK VS.
LIGHT, DARK

WEAK DROP
STAR RUBY (100%)

Ensure that either Leon or Celine is in the party to exploit the enemies' weaknesses to Light and Dark. Also, include Rena and at least two melee

fighters. Equip accessories that provide resistance to Wind, but do not lower Defense. Avoid teaming up on one Halfynx; instead, have each melee fighter attack separate foes. Control one of your melee fighters (such as Claude), let your AI partner target one Halfynx, and then go after the other. This reduces their ability to cast powerful Thunder Storm spells that damage the entire party. Use special arts to whittle down their high HP as fast as possible and consume Blackberries frequently to keep the assault going. Following the battle, the party acquires the Energy Stone.



AVOID DETONATING EXPLOSIVES

Explosive barrels and detonator levers are set up at various locations throughout the mines, as indicated on the maps in this section. Detonating any of the explosives inflicts severe damage to all party members. However, a passage to the northwest is blocked off. Triggering a detonation in this area allows access to a chamber containing a **Breeze Earring**, **Orichalcum**, a **Custard of Life**, and **Gold**. So in this one instance, the damage sustained from the blast is worthwhile.



Set off the explosives in the chamber close to the entrance. Sustaining damage from the blast is worth the prizes waiting in the passage beyond.

TRANSPORT THE ENERGY STONE TO LACUER

Exit the Hoffman Ruins and head to the easternmost point of the beach to find the boat. Approach the soldier to sail back to Hilton. Return to Lacuer Castle and visit with the king in the Throne Room. Leon leaves the party to work on the Lacuer Hope, a weapon everyone anticipates will defeat the monsters. Meanwhile, the king entreats the party to aid the forces fighting at the Lacuer Front Line Base to the north. Exit the castle and follow the road branching northeast to reach Lacuer's fortified location.



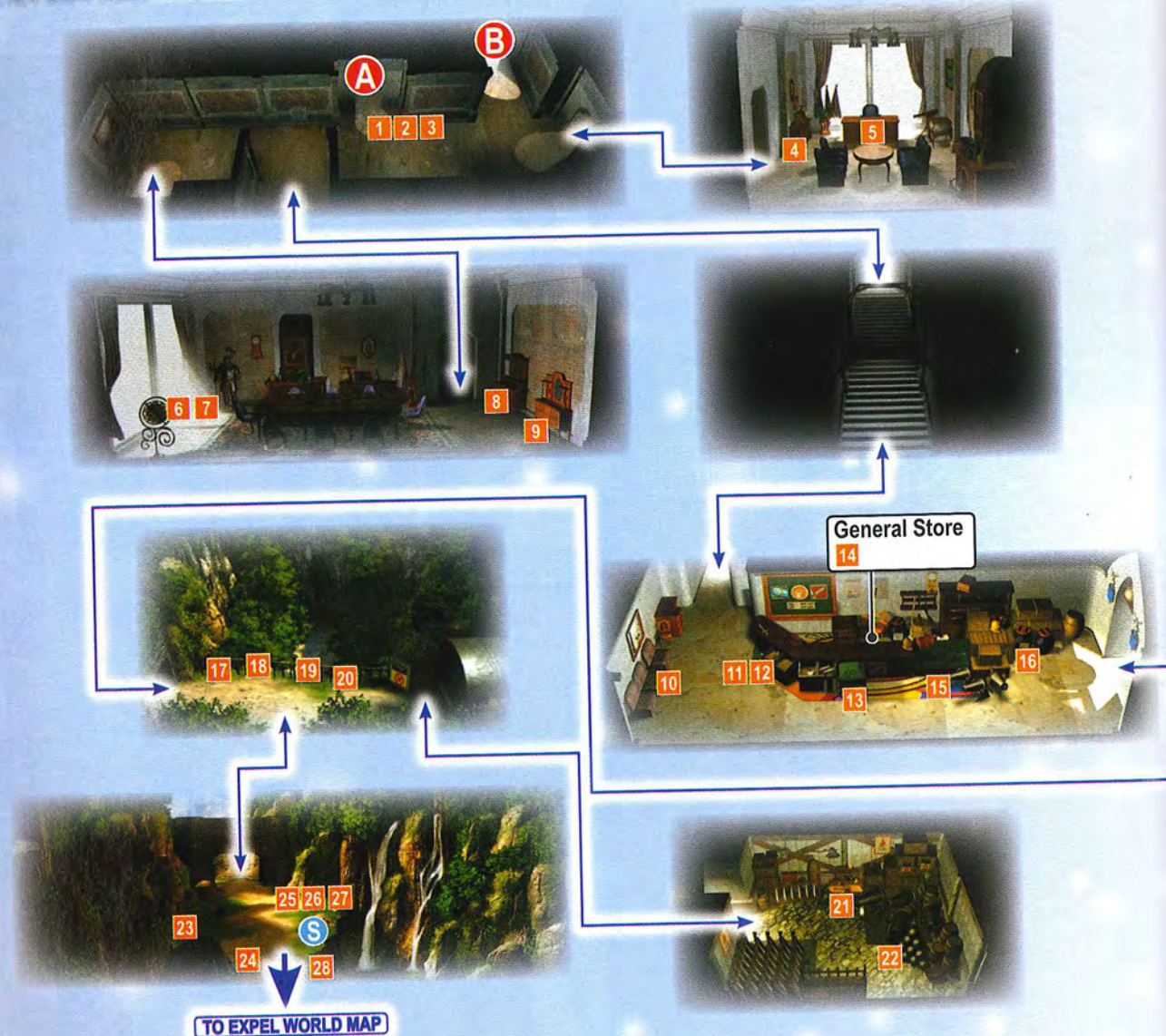
Unable to travel to Eli, the party has nothing to do except help defend Lacuer.

GHOSTLY ENCOUNTER

Return to the entrance, collecting more treasures as you follow the other branch out of the mines. If you previously recruited Opera at the Mountain Palace and searched for her spaceship at the Sacred Forest in Arlia, then an additional scene occurs at the entrance. Defeat the Ghost to free Opera's beloved Ernest Raviede. Then choose the option, "Would you like to stick with us some more?" to recruit him into the party. Note that rejecting Ernest from the party causes Opera to leave too.

LACUER FRONT LINE BASE

Front Line Base Entrance



FRONT LINE BASE PICKPOCKET LIST

Map NO.	NPC	Item	Diff.
1	Nurse	Rose Hip	2
2	Squad Leader	Blackberries	1
3	Nurse *1	Lavender	2
4	Sub-Commandant *2	Longsword	2
5	Sub-Commandant	Silver Fang	3

Map NO.	NPC	Item	Diff.
6	Commanding Officer *3	500 Fol	2
7	Commanding Officer *2	Anklet	1
8	Commanding Officer *2	Hefty Earring	2
9	Commanding Officer *3	Weighty Ring	2
10	Soldier	Round Shield	2

Map NO.	NPC	Item	Diff.
11	Combatant *4	Critical Card	3
12	Dias *5	Storm Ring	7
13	Combatant *5	Victory Card	3
14	Gloval	Steel Armor	7
15	Squad Leader *2	Knight's Shield	2
16	Soldier	Iron Greaves	2
17	Soldier	Rose Hip	2
18	Dias *6	Plate Helmet	5
19	Soldier	Lavender	2
20	Soldier	Blueberries	1
21	Soldier	Amulet of Freedom	3
22	Combatant	Megabomb	2
23	GUTSless Soldier	Faerie Cologne	2
24	Soldier	Paralysis Cure	1
25	Soldier	Aquaberries	1
26	Soldier	Blueberries	1
27	Squad Leader	Blackberries	2
28	Soldier	Antidote	1

NPCs in red do not appear in VR Expel.

*1. Appears during the first monster attack.

*2. Does not appear when monsters attack.

*3. Does not appear during the second monster attack.

*4. Does not appear after the first monster attack.

*5. Appears after the first monster attack.

*6. Appears after the strategy meeting concludes.

Front Line Base North



FRONT LINE BASE INFIRMARY AND PLATFORM PICKPOCKET LIST

Map NO.	NPC	Item	Diff.
1	Combatant	Broadsword	3
2	Soldier *1	Holey Armor	2
3	Soldier *2	Bitter Lotion	3
4	Soldier *1	Stringy Sword	1
5	Soldier *1	Blueberries	1
6	Doctor	Medicine Bottle	4
7	Nurse	High Heels	4
8	Soldier	Smelling Salts	2
9	Nurse	Sweet Syrup	2
10	Nurse	Antidote	2
11	Soldier	Brigandine	2
12	Soldier	Ring Mail	2
13	Cleric *3	Strength Bottle	2
14	Melancholy Commander *2	Blurry Photo	2
15	Soldier *4	Padded Helmet	2
16	Sub-Commandant *3	Potion of Lilith	3
17	Commanding Officer *3	Hazardous Heal	2
18	Commanding Officer *3	Maple Syrup	2
19	Commanding Officer *3	Paralysis Cure	3
20	Soldier *3	Hefty Ring	3
21	Commandant *3	Angelic Headband	4
22	Combatant *3	250 Fol	2
23	Soldier *3	Aquaberries	3
24	Soldier *3	Blueberries	1
25	Leon *3	Scroll of Reprisal	3
26	Dias *3	Plate Armor	4

NPCs in red do not appear in VR Expel.

*1. Appears after the first monster attack.

*2. Appears either before delivering the Energy Stone to King Lacuer, or in VR Expel.

*3. Appears right after the Lacuer Hope defeats the swarm of monsters.

*4. Does not appear when monsters attack.

ENEMY DATA

LACUER FRONT LINE BASE

Stone Statue

HP	2200	WEAK VS.	Light
DROP	None		



SHOPS

Armory	
ITEM	FOL
Farcutter	12300
Crested Rod	1200
Plate Helmet	7000
Brigandine	3500
Knight's Shield	1000
Buckler	650
Silver Greaves	5200
Plate Armor	13400
Fine Shield	6800
Resurrection Elixir	3600

General Shop
"Lacuer Shop"

ITEM	FOL
Walloon Sword	3900
Guthgwine	4500
Taloned Knuckles	1400
Heavy Whip	300
Aquaberries	105
Blackberries	200
Blueberries	60
Spectacles	8
Resurrection Elixir	3600
Pet Food	10
Crystal	500
Green Beryl	500
Sapphire	800
Ruby	400



OBJECTIVE LIST

1. Upgrade your party's equipment. (Optional)
2. Go to the Commander's Office to meet with the Commandant.
3. Speak to Dias outside the armory.
4. Speak to Rena on the front line.
5. Speak to people downstairs for one minute, then head upstairs until someone yells, "We've got incoming!"
6. Follow the soldiers outside and survive against Cynne.
7. Speak to the Commandant in his office.
8. Rest at the infirmary.
9. Head outside to the front line.
10. Meet with Murdock and Florith outside the infirmary.
11. Protect the Lacuer Hope from the Stone Statues.
12. Cynne defeats the party.
13. Exit the beach area and head to the Eluria Settlement.



OBJECTIVE LIST

1. Upgrade character equipment. (optional)
2. Go to the Commander's Office to meet with the Commandant.
3. Speak with Dias outside the store. Recruit him permanently, if desired.
4. Meet Claude on the steps in the northern part of the base.
5. Speak to people downstairs for one minute, then head upstairs until someone yells, "We've got incoming!"
6. Follow the soldiers outside and survive against Cynne.
7. Speak to the Commandant in his office.
8. Rest at the infirmary.
9. Head outside to the front line.
10. Meet with Murdock and Florith outside the infirmary.
11. Protect the Lacuer Hope from the Stone Statues.
12. Cynne defeats the party.
13. Gather the party and exit the beach.
14. Travel to the nearby Eluria Settlement.

THE LAST STAND

Upon reaching the Front Line Base, visit the two shops, upgrade your characters with the best equipment possible, and pickpocket the soldiers. The steps required to advance the story at the Front Line Base vary based on your choice of protagonist.

Follow the appropriate Objective List until action number 4 is complete. When the story jumps forward to the following day, return to the entrance and use the Save Point.

Speak to the soldiers around the base for one full minute, then head upstairs. Entering the upper level after time elapses triggers a call to arms event. Follow the troops outside and try to survive against an invulnerable foe. After evading destruction for one full minute, resume following the steps listed previously to get through the long series of events.



Several events at the Lacuer Front Line Base require the passage of time before commencement.

BOSS
CYNNE

HP
N/A
ITEM DROP
NONE

WEAK VS.
NONE (STRONG VS. ALL)

The party cannot defeat Cynne; the objective is to survive for one minute. Set every melee fighter's strategy to "Stay away from enemies" and set all spell casters to "Do nothing." Take control of Rena and cast Cure All on the party as needed until time elapses.

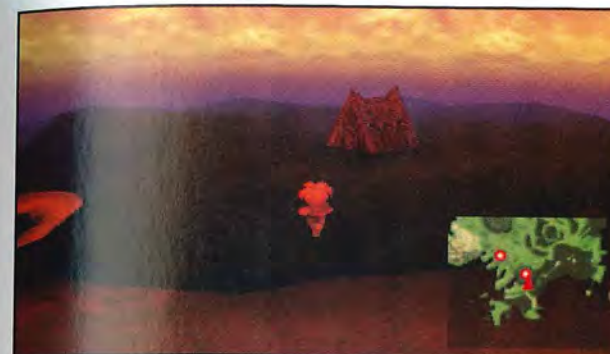


In the second battle against Cynne, the party cannot survive. Shorten the battle time by setting strategies to "Attack with all you've got!"



WASHED UP

The party eventually ends up stranded on a beach. After events transpire there based on your choice of protagonist, use the stone stairs to exit. Follow the road and cross the bridge to reach the Eluria Settlement.

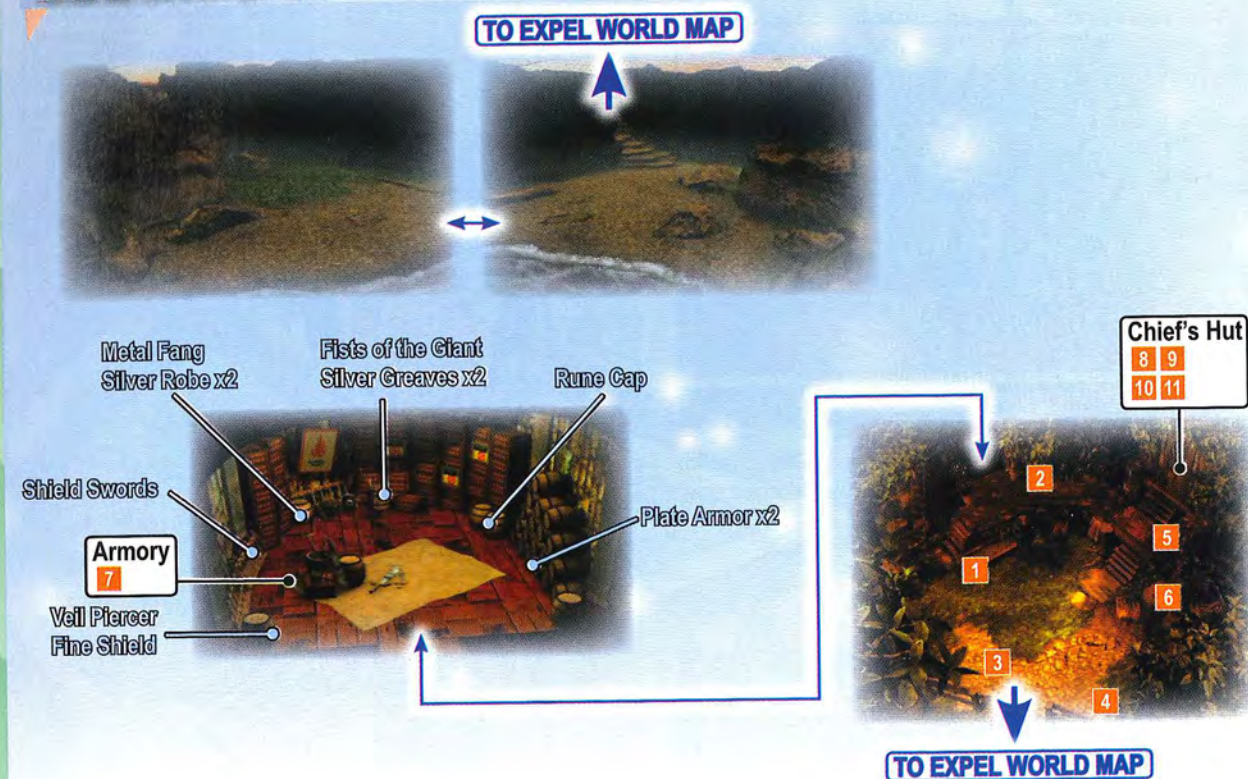


The Eluria Settlement rises above the treetops like a beacon.



ELURIA SETTLEMENT

Eluria Settlement



ELURIA SETTLEMENT PICKPOCKET LIST

Map NO.	NPC	Item	Diff.
1	Woman	Amulet of Freedom	1
2	Man	Hammer Charm	1
3	Child	Bracelet of Gambling	1
4	Woman	Ring of Sadness	1
5	Youth	Holy Mist	3
6	Woman	Sacrificial Doll	2
7	Youth	Melt Potion	2
8	Chief	Star Ruby	4
9	Youth	Sandals	1
10	Woman	Glass Slippers	3
11	Leon *	Musicology	2

*Claude's side only; must refuse to let Leon join party.

SHOPS

Armory	
ITEM	FOL
Aquaberries	105
Blackberries	200
Blueberries	60
Spectacles	8
Resurrection Elixir	3600
Paralysis Cure	180
Stone Cure	450
Pet Food	10
Seafood	500
Fruit	80
Grains	145
Meat	300
Vegetables	30
Eggs and Dairy	10

CLAUDE

OBJECTIVE LIST

1. Reunite with lost party members.
2. Speak to the Chief.
3. Choose to bring Leon with the party, or leave him in Eluria.
4. Collect items in the armory. Upon exiting, the Youth hands over the ID Card.



RENA

OBJECTIVE LIST

1. Reunite with lost party members.
2. Speak to the Chief.
3. Collect items in the armory. Upon exiting, the Youth hands over the ID Card.

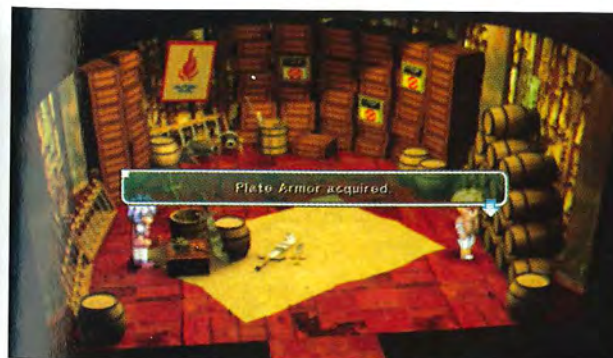
CLAUDE'S DECISION

The party reunites at the entrance. Enter the Chief's hut to the right and speak with him briefly. If Claude is the protagonist, then you must decide whether or not to let Leon permanently join the party. If you refuse, he remains at the Eluria Settlement.



Speak to the Woman in the Chief's hut to rest for free whenever desired.

Enter the armory and search the barrels around the room to accumulate a bevy of hidden weapons and armor pieces. Talk to the Youth to stock up on any necessary items, then try to exit. The Youth stops the party and gives them the ID Card, which serves as the key to the Eluria Tower.



Weapons and armor are free for the taking within the armory; just examine the barrels around the room. Speak to the clerk to purchase other sundries.



CLAUDE

OBJECTIVE LIST

1. Use the ID Card to enter the tower.
2. Examine statues within the tower to learn a code.
3. Examine the Minister Statue on 5F and input the secret word to receive the Key Card.
4. Use the Key Card to remove the pillars blocking the western area.
5. Visit the Calnus.
6. Defeat Cynne.
7. Survive Metatron's attack for one minute.



RENA

OBJECTIVE LIST

1. Use the ID Card to enter the tower.
2. Examine statues within the tower to learn a code.
3. Examine the Minister Statue on 5F and input the secret word to receive the Key Card.
4. Use the Key Card to remove the pillars blocking the western area.
5. Defeat Cynne.
6. Survive Metatron's attack for one minute.

WHO LEFT THIS HERE?

The loot available inside the five chests by the tower entrance is amazing. Opera gets a nice weapon upgrade and the astounding **Meteor Ring** should be equipped on a melee fighter immediately. The Meteor Ring doubles each melee attack, making it perfect for Claude or any melee character.



One of three chests on the second floor contains the **Pixie's Bracelet**, an accessory that provides special items while walking around. Equip this on one of your peripheral characters to receive no shortage of loot.

WHAT'S THE PASSWORD?

Examine the statues on each level of the tower to learn one letter in the secret password required in order to proceed. Each clue reveals one of the five letters in the password and the number indicates the order.



Statues within the tower provide clues about an important puzzle.

Two teleporters stand at the north end of the third level. Enter the east teleporter to go up to 4F, and then continue up to 5F. The central statue on 5F requests the secret password. Enter the password divulged by the various statues, one letter at a time. If you cannot figure out the correct answer, check the tip at the end of this section. When the password is entered correctly, the Minister Statue dispenses the **Key Card**.



Input the password into the Minister Statue on 5F to obtain the Key Card.

Use the west teleporter to proceed back to 4F, then use the west teleporter on that level to reach a separate area of 5F, where red pillars block another teleporter and a passageway. Examine any of the pillars to use the Key Card and remove them.



Statues within the tower provide clues about an important puzzle.

BRIEFLY REMOVED

After Claude receives a garbled transmission, head west to trigger another scene in which Claude briefly returns to the Calnus. If Claude is the protagonist, then you get to see what happens. Claude's father forces him to return to the ship's bridge, where you can pickpocket all of the officers. When finished, speak to Ronyx to return to Eluria Tower. Use the northeast teleporter on 5F to reach the upper levels of the tower.



Claude's trip to the Calnus is playable if he's the protagonist. Pickpocket everyone on the bridge before speaking to Ronyx.

BOSS
CYNNE

HP
21000

WEAK VS.
NONE (STRONG VS. ALL)

ITEM DROP
EMERALD RING (100%)

STONE STATUE (X2)

HP
2200

WEAK VS.
LIGHT

ITEM DROP
NONE

Due to his elemental strengths, it's best to stack your party with melee fighters set to attack with all they've got. Keep Rena in the party to heal as necessary and unleash repeated special arts upon the Stone Statues. Cynne appears to be less dangerous when fought on his own turf.



Following the battle, return to the Save Point and record your progress again. Then, step onto the north teleport pad to go to the final levels of the stage.

BOSS
METATRON

HP
100000

WEAK VS.
NONE (STRONG VS. ALL)

ITEM DROP
NONE

This is another battle where the purpose is to survive for one minute. As in the Cynne battle at the Front Line Base, set all your characters to avoid enemies or do nothing, and take control of Rena. Cast Cure All as needed to keep the party members alive. If only two characters remain active, use Resurrection Elixirs to keep Rena and her last colleague alive.



SECRET PASSWORD ANSWER

The clues revealed by the statues are "5-H," "4-T," "3-A," "2-E," and "1-D." Arrange the letters in numeric order to reveal the password: "DEATH."

THE CENTROPOLIS OF NEDE

The Centropolis of Nede

Inn (50 Fol/Person)

8 - 17 35 36 37



Food Shop
19 20 21 22

Item Shop
23 38

Skill Guild
24 25 26

Weapon Shop
18



TO ENERGY NEDE WORLD MAP

CENTROPOLIS PICKPOCKET LIST

NO.	NPC	Item	Diff.
1	Man	Feather Pen	3
2	Youth	500 Fol	1
3	Woman	Shortcake	2
4	Woman	Ruby	3
5	Boyfriend*	Moon Tiara	8
6	Man	Sweet Syrup	2
7	Elderly Person	Magic Clay	1
8	Bartender	Cola	2
9	Boyfriend	500 Fol	2
10	Girlfriend	Faerie Tear	3
11	Young Woman	Earring of Magnetism	3
12	Front Desk Clerk	Glittering Earring	3
13	Young Woman	Mist Insignia	3
14	Hyper Girl	Ring of Happiness	2
15	Active Youth	Flat Soda	2
16	Active Youth	Lavender	2
17	Generic Youth	Blackberries	2
18	Kim	Critical Card	3
19	Shop Owner	Rabbit Risotto	4

* Appears once you hand over the LEA Metal to Mirage.

NO.	NPC	Item	Diff.
20	Part-Timer	Sweet Toast	2
21	Madame	Gold Bracelet	1
22	Butler	5000 Fol	4
23	Gracy	Magic Canvas	2
24	Guildmaster	Triangle Flask	4
25	Skill Guide	Survival Kit	3
26	Advisor	Sterile Glove	3
27	Precis	Froghead	2
28	Leon	Encyclopedia	3
29	Bowman	Sour Syrup	3
30	Welch	Lezard's Flask	2
31	Ernest	Treasure Card	3
32	Rena	Chocolate Crepe	2
33	Claude	Mithril Mesh	4
34	Ashton	Ring of the Accursed	3
35	Opera	Evening Gown	3
36	Dias	Silver Greaves	5
37	Noel	Seafood	2
38	Celine	Holy Rod	4

SHOPS

Weapon Shop "Hyperion Weapons"

ITEM	FOL
Searing Sword	17000
Luminous Slicers	18000
Cestus of Poison	15000
Hecaton's Punch	16200
Silver Rod	9800
Majestic Puncher	14000
Light Whip	14000
Theory of Symbology	7000
Megawatt Stunner	15000
Steel Helmet	16000
Silver Robe	10000
Plate Armor	13400
Fine Shield	6800
Silver Greaves	5200
Tense Handy Stick	15000

Food Shop "Empyrean Cuisine"

ITEM	FOL
Seafood	500
Fruit	80
Grains	145
Meat	300
Vegetables	30
Eggs and Dairy	10
Steak	600
Flat Soda	200

Skill Guild "Celestial Sapience"

ITEM	SKILLS LEARNED	FOL
Knowledge 1	Mineralogy, Herbology, Recipe	300
Knowledge 2	Music Knowledge, Item Knowledge, Biology	1500
Sense 1	Aesthetics, Resilience, Keen Eye, Courage	400
Technical 1	Sketching, Knife, Whistling, Imitation	400

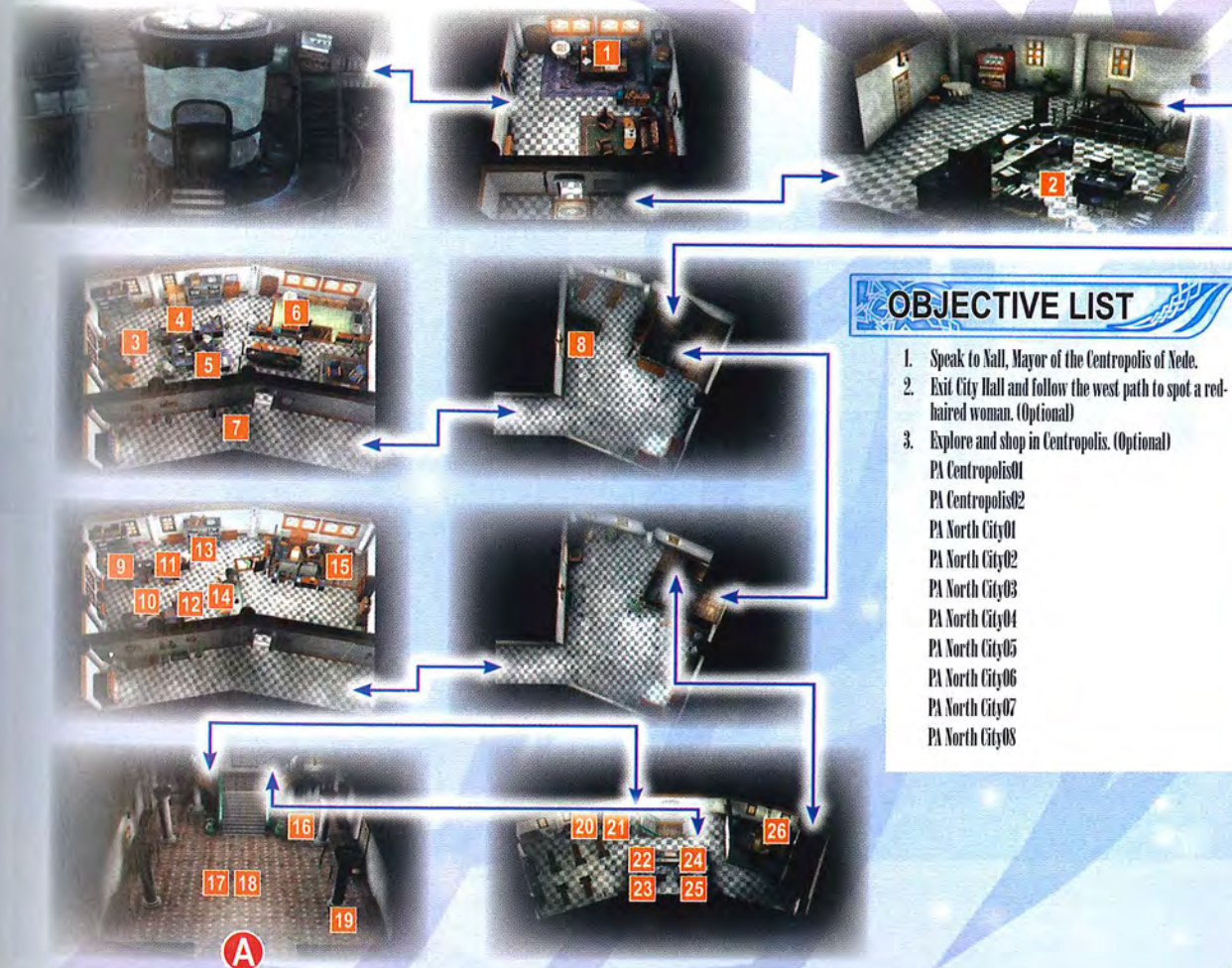
Item Shop "Gracy's"

ITEM	FOL
Lezard's Flask	120000
Aquaberries	105
Blackberries	200
Blueberries	60
Mandrake	150
Rose Hip	230
Artemis Leaf	720
Wolfsbane	360
Lavender	490
Athelas	660
Resurrection Elixir	3600
Magic Canvas	1000

Item Shop "Gracy's"

ITEM	FOL
Magic Clay	600
Fountain Pen	460
Beret	40000
Spectacles	8
Amulet of Antivenin	5000
Paralysis Cure	180
Stone Cure	450
Premium Paper	150
Thief's Glove	40000
Pet Food	10
Conductor Baton	85
Magic Film	900

Centropolis City Hall



OBJECTIVE LIST

1. Speak to Xall, Mayor of the Centropolis of Nede.
 2. Exit City Hall and follow the west path to spot a red-haired woman. (Optional)
 3. Explore and shop in Centropolis. (Optional)
- PA Centropolis01
PA Centropolis02
PA North City01
PA North City02
PA North City03
PA North City04
PA North City05
PA North City06
PA North City07
PA North City08

CENTROPOLIS CITY HALL PICKPOCKET LIST

NO.	NPC	Item	Diff.
1	Nall *1	Music Editor	2
2	Receptionist	Graphic Tool	2
3	Editor in Chief	Cola	2
4	Editor	Academic Book	2
5	Editor	Dictionary	2
6	Editor	800 Fol	2
7	Youth	Star Earring	1
8	Young Woman	500 Fol	3
9	Editor	Old Milk	2
10	Editor in Chief	Fanfic ;O	5
11	Editor	Word Processor	2
12	Editor	Smelling Salts	1
13	Chisato *2	Shock Gun	3

NO.	NPC	Item	Diff.
14	Editor	Paper Scrap	1
15	Associate Editor	Resurrection Mist	7
16	Young Boy	Doodles	1
17	Child's Mother	Meat	1
18	Girl	Lavish Idol	2
19	Woman	Gale Earring	3
20	Woman	Succubus Perfume	2
21	Woman	Medical Rinse	2
22	Female Staff	10V Stun Gun	1
23	Staff	Premium Paper	1
24	Receptionist	Mirror of Knowledge	1
25	Staff	Spectacles	1
26	Youth	720 Fol	2

*1. Does not appear between the arrival at Phynal Entrance and handing over the Symbological Weapons plans to Mirage. Does not appear in Fun City after defeating Jophiel.

*2. Appears after finding "Chisato's Card" in the Cave of Crimson Crystals. Only appears during PA if Chisato is in the party.

BRAVE NEW WORLD-PLATE-THING

The party finds themselves in a strange land. Stepping into an odd device, they are teleported to a room behind the office of Mayor Nall, leader of Centropolis and Energy Nede. After Mayor Nall explains the situation, the party is free to explore the town, stock up on new equipment, and pickpocket a new race of people. When you're finished, exit town and head to the other location on this small island, known as North City.



Energy Nede is a strange world with several hundred million years of history.



Sell any books written through Publication to the editor on the third floor. Check back every so often and collect hundreds of thousands in royalties!

THE STALKER

Moving through the west area above the inn triggers an encounter with a strange woman who is following the party. She is Chisato Madison, and this is the first of several events you must trigger in order to recruit her into the party soon.



ENERGY NEDE

Energy Nede



ENEMY DATA

Dark Crusader

HP 10000 WEAK VS. Light
DROP Bloody Armor (5%)

Hellhound

HP 8300 WEAK VS. None
DROP Fire Ring (4%), Conductor Baton (8%)

Otioph

HP 8000 WEAK VS. Earth
DROP Amulet of Antivenin (4%), Antidote (9%)

Red Balloon

HP 4000 WEAK VS. Light
DROP Blackberries (5%), Magic Canvas (7%)

Rikka

HP 10000 WEAK VS. None
DROP Thunder Ring (4%), Magic Film (8%)

Shockray

HP 4000 WEAK VS. Fire
DROP Paralysis Cure (10%), Fountain Pen (11%)

Wizard

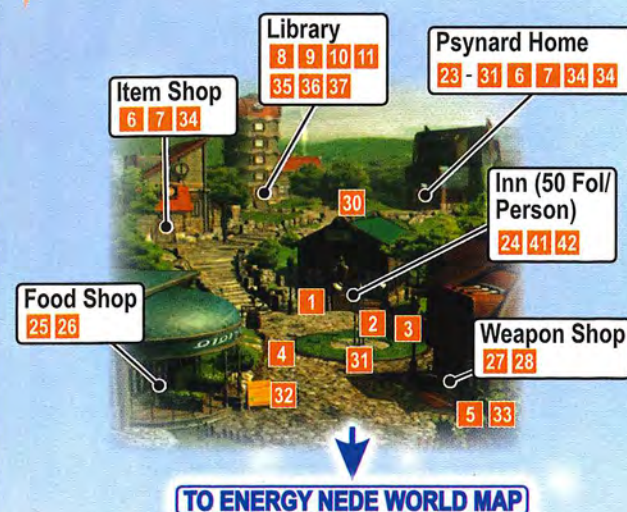
HP 20000 WEAK VS. None
DROP Rune Buckler (6%), Mithril (18%)

TRAVELING ENERGY NEDE

The party's first objective is to acquire a Psynard. Psynards are domesticated animals given a telepathic imprint of their riders. The quest to obtain a Psynard begins when the party enters North City.

NORTH CITY

North City



NORTH CITY PICKPOCKET LIST

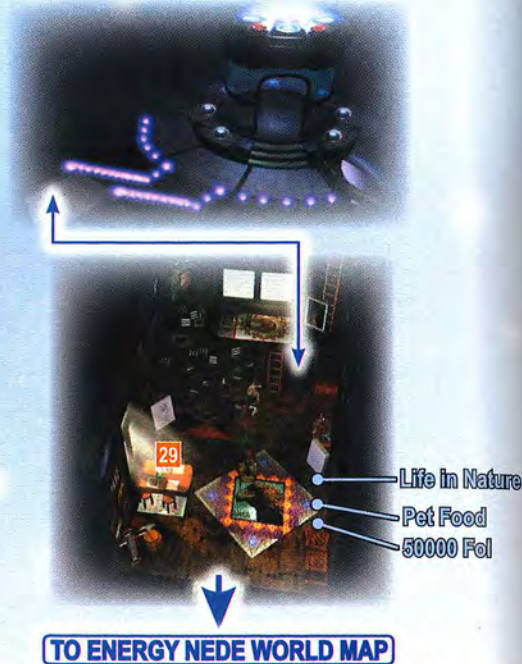
NO.	NPC	Item	Diff.
1	Youth	Antidote	2
2	Elderly Person	Wolfsbane	4
3	Woman	Lunar Charm	6
4	Youth	400 Fol	3
5	Youth	Jack-in-the-Box	3
6	Heath	Violin	4
7	Customer	Fruit Syrup	2
8	Library Staff	Fountain Pen	2
9	Librarian	Walls of the Soul	2
10	Operator	Music Editor	2
11	Young Girl	Prism Ring	6
12	Research Staff	Mist of Madness	2
13	Receptionist	Death of Originality	2
14	Receptionist	Dish of the Day	2
15	Man	Potion of Epiphany	4
16	Skill Guide	Fountain Pen	2
17	Advisor	Smith's Hammer	3
18	Guildmaster	Smith's Hammer	3
19	Research Staff *1	Potion of Nightmares	3
20	Research Staff *1	Hazardous Heal	3
21	Research Staff *2	Potion of Liliith	3

*1. No longer appears after Psynard goes on a rampage.

*2. Appears after Psynard goes on a rampage.

*3. If Noel is not in the party, he has a 50% chance of appearing every time you enter Noel's Home.

Noel's Home



OBJECTIVE LIST

1. Explore North City. (Optional)
2. Encounter Chisato Madison. (Optional)
3. Talk to the receptionist in "The Home" where Psynards are raised.
4. Speak to Artis in the Director's Office.
5. Defeat the rampaging Psynard.
6. Use the transporter in Artis's office to go to Noel's Home.
7. Accompany Noel Chandler to the Cave of Crimson Crystals.

CRAFTING BONANZA

The shops in North City and Centropolis are bursting with useful items. Suddenly, Item Creation skills have tremendous importance! The Mechanic's Toolbox, which is for sale in North City, is used with the Machinist specialty. This makes items that help with many other crafts. Both the RIRICA and the Magician's Glove can be made this way. The RIRICA makes Replication much easier, and the Magician's Glove is a better version of the Thief's Glove which enhances the chances of successfully pickpocketing.

Musical instruments of greater variety are now for sale, too. These instruments enable the Orchestra super specialty, which makes learning secret talents and acquiring bonus skill points much easier for party members.

SHOPS

Weapon Shop "The Noble Psynard"

ITEM	FOL
Eagle's Claw	20000
Cestus of Poison	15000
Hecaton's Punch	16200
Light Whip	14000
Steel Helmet	16000
Tiara of the Arc	8600
Mithril Coat	15000
Steel Armor	52000
Crested Shield	36600
Laced Boots	4100
Silver Greaves	5200
Safety Shoes	3200

Food Shop "Clone Foods"

ITEM	FOL
Seafood	500
Fruit	80
Grains	145
Meat	300
Vegetables	30
Eggs and Dairy	10
Aquaberries	105
Blackberries	200
Blueberries	60

Item Shop "The Blue Flask"

ITEM	FOL
Lezard's Flask	120000
Mandrake	150
Rose Hip	230
Artemis Leaf	720
Wolfsbane	360
Lavender	490
Athelas	660
Strength Bottle	230
Cembalo	8000
Harmonica	500
Pipe Organ	12000
Piano	30000
Lyre	5000
Violin	21000

Item Shop "The Blue Flask"

ITEM	FOL
Feather Pen	20
Conductor Baton	85
Spectacles	8
Mechanic's Toolbox	1200
Luxury Grape Juice	100*
Smith's Hammer	250
Iron	200
Gold	300
Silver	200
Green Beryl	500
Sapphire	800
Ruby	400
Crystal	500
Diamond	9000

* Price based on playing time: 250 Fol per minute + 100 Fol.

Skill Guild (inside the home)

SALE ITEM	SKILLS LEARNED	FOL
Knowledge 3	Mental Science, Faeriology, Piety	2700
Sense 2	Determination, Danger Radar, Purity, Poker Face	1600
Technical 2	Eye for Detail, Penmanship, Animal Training, Machinery	1600
Technical 3	Performance, Smithing, Technology, Operation	3600

SHOP AROUND

After perusing the shops in town, head north up the slope to the building in the northeast corner. This is "The Home," where Psynards are genetically created, raised, and imprinted with their riders' memories.

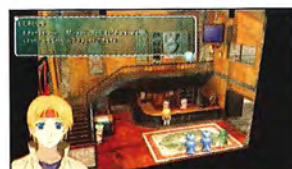
SHE'S STILL AT IT!

The party spots Chisato spying again as they ascend toward "The Home" in North City. This is the second of several events required if you want to recruit her.

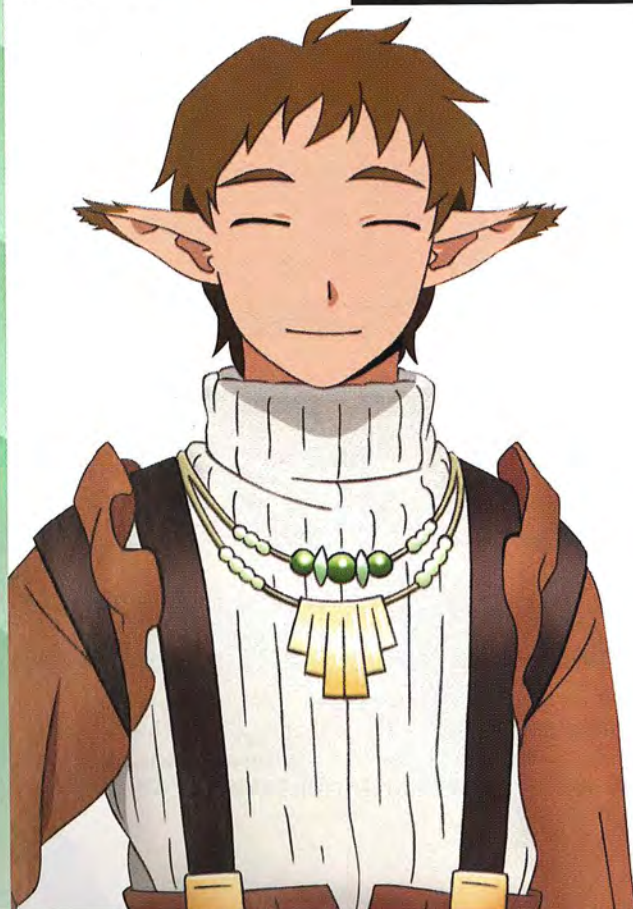


IMPERFECT BEASTS

Speak to the receptionist at the desk, then go through the doorway below the stairs to find the Director's Office. During the imprinting process, the Psynard breaks loose and attacks. Unfortunately, the party must destroy the poor animal.



Speak to the receptionist at the desk, then go through the doorway to the left underneath the stairs to speak with the director.

BOSS
PSYNARDHP
43000WEAK VS.
NONEENEMY DROP
MIND RING (100%)

The Psynard's breath attacks are devastating, capable of multiple hits and possibly KO'ing a character with a single attack. For this reason, a split formation such as Scattered, Square 1, or Square 2 helps keep the party alive long enough to surround the Psynard.



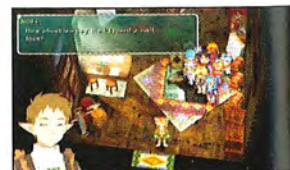
Controlling Claude or another strong melee fighter is a good tactic here, since it's up to short-range attackers to draw the Psynard's attention away from Rena and other spell casters. In fact, having at least two melee fighters is a sure-fire strategy. As the AI-controlled melee fighter attacks from one side, move to the Psynard's other side and attack. Perform Claude's Helmetbreak or Preci's Jump 'n Thump repeatedly to help take it down as quickly as possible and have plenty of Resurrection Elixirs on hand to revive allies caught in its breath.



Afterward, Director Artis tells the party to use his transporter. Go through the west doorway in his office and step into the transporter to reach Noel's Home. Once there, go into the next room and proceed through the living room until Noel appears. He joins the party temporarily to travel to the nearby Cave of Crimson Crystals.



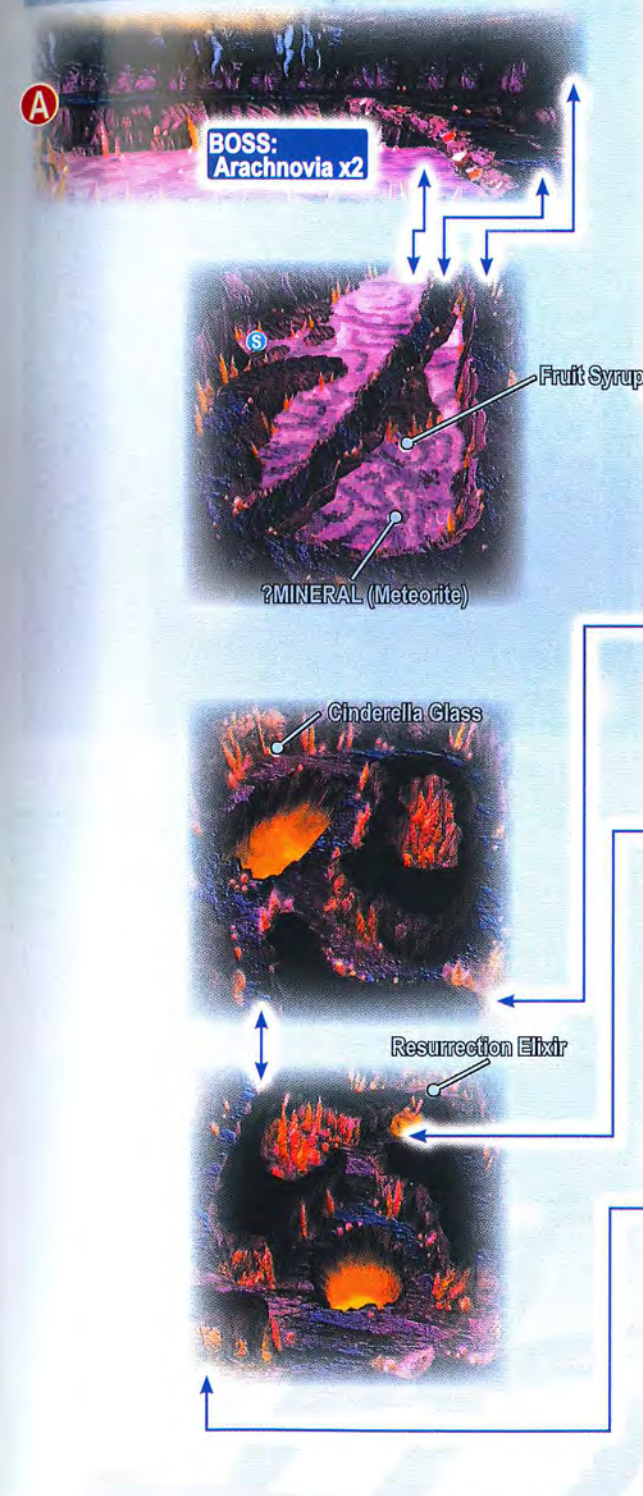
Step onto the transporter attached to Artis's office to go to Noel's Home.



Noel joins the party temporarily in order to tame a wild Psynard.

CAVE OF CRIMSON CRYSTALS

Cave of Crimson Crystals



OBJECTIVE LIST

1. Acquire the Eagle's Shawl before the boss fight to see Chisato. (Optional)
 2. Pick up Chisato's Card. (Optional)
 3. Save the Psynard from the Arachnovias.
 4. Recruit Noel, if desired. (Optional)
- PA Princebridge03
PA Princebridge04
PA Princebridge05
PA Princebridge06
PA Princebridge07
PA Princebridge08
PA Princebridge09
PA Princebridge10
PA Princebridge11
PA Princebridge12
PA Princebridge13
PA Princebridge14
PA Princebridge15
PA Princebridge16
PA Princebridge17
PA Princebridge18
PA Princebridge19
PA Princebridge20
PA Princebridge21
PA Princebridge22
PA Princebridge23
PA Princebridge24
PA Princebridge25
PA Princebridge26
PA Princebridge27
PA Princebridge28
PA Princebridge29
PA Princebridge30
PA Princebridge31
PA Princebridge32
PA Princebridge33
PA Princebridge34
PA Princebridge35
PA Princebridge36
PA Princebridge37
PA Princebridge38
PA Princebridge39
PA Princebridge40
PA Princebridge41
PA Princebridge42
PA Princebridge43
PA Princebridge44
PA Princebridge45
PA Princebridge46
PA Princebridge47
PA Princebridge48
PA Princebridge49
PA Princebridge50
PA Princebridge51
PA Princebridge52
PA Princebridge53
PA Princebridge54
PA Princebridge55
PA Princebridge56
PA Princebridge57
PA Princebridge58
PA Princebridge59
PA Princebridge60
PA Princebridge61
PA Princebridge62
PA Princebridge63
PA Princebridge64
PA Princebridge65
PA Princebridge66
PA Princebridge67
PA Princebridge68
PA Princebridge69
PA Princebridge70
PA Princebridge71
PA Princebridge72
PA Princebridge73
PA Princebridge74
PA Princebridge75
PA Princebridge76
PA Princebridge77
PA Princebridge78
PA Princebridge79
PA Princebridge80
PA Princebridge81
PA Princebridge82
PA Princebridge83
PA Princebridge84
PA Princebridge85
PA Princebridge86
PA Princebridge87
PA Princebridge88
PA Princebridge89
PA Princebridge90
PA Princebridge91
PA Princebridge92
PA Princebridge93
PA Princebridge94
PA Princebridge95
PA Princebridge96
PA Princebridge97
PA Princebridge98
PA Princebridge99
PA Princebridge00
5. Fly the Psynard back to Centropolis.
 6. Speak to Xall in City Hall.
- PA Princebridge08
PA Princebridge09
PA Princebridge10
PA Princebridge11
PA Princebridge12
PA Princebridge13
PA Princebridge14
PA Princebridge15
PA Princebridge16
PA Princebridge17
PA Princebridge18
PA Princebridge19
PA Princebridge20
PA Princebridge21
PA Princebridge22
PA Princebridge23
PA Princebridge24
PA Princebridge25
PA Princebridge26
PA Princebridge27
PA Princebridge28
PA Princebridge29
PA Princebridge30
PA Princebridge31
PA Princebridge32
PA Princebridge33
PA Princebridge34
PA Princebridge35
PA Princebridge36
PA Princebridge37
PA Princebridge38
PA Princebridge39
PA Princebridge40
PA Princebridge41
PA Princebridge42
PA Princebridge43
PA Princebridge44
PA Princebridge45
PA Princebridge46
PA Princebridge47
PA Princebridge48
PA Princebridge49
PA Princebridge50
PA Princebridge51
PA Princebridge52
PA Princebridge53
PA Princebridge54
PA Princebridge55
PA Princebridge56
PA Princebridge57
PA Princebridge58
PA Princebridge59
PA Princebridge60
PA Princebridge61
PA Princebridge62
PA Princebridge63
PA Princebridge64
PA Princebridge65
PA Princebridge66
PA Princebridge67
PA Princebridge68
PA Princebridge69
PA Princebridge70
PA Princebridge71
PA Princebridge72
PA Princebridge73
PA Princebridge74
PA Princebridge75
PA Princebridge76
PA Princebridge77
PA Princebridge78
PA Princebridge79
PA Princebridge80
PA Princebridge81
PA Princebridge82
PA Princebridge83
PA Princebridge84
PA Princebridge85
PA Princebridge86
PA Princebridge87
PA Princebridge88
PA Princebridge89
PA Princebridge90
PA Princebridge91
PA Princebridge92
PA Princebridge93
PA Princebridge94
PA Princebridge95
PA Princebridge96
PA Princebridge97
PA Princebridge98
PA Princebridge99
PA Princebridge00

TO ENERGY NEDE WORLD MAP

ENEMY DATA

Hellhound

HP 8300 WEAK VS. None
DROP Fire Ring (4%), Conductor Baton (8%)

Peryton

HP 12500 WEAK VS. Fire
DROP Prism Ring (4%), Meteorite (4%)

Red Balloon

HP 4000 WEAK VS. Light
DROP Blackberries (5%), Magic Canvas (7%)

Shockray

HP 4000 WEAK VS. Fire
DROP Paralysis Cure (10%), Fountain Pen (11%)

CHISATO TRIPS UP

While navigating the cave, head to the lower area where the **Eagle's Shawl** is located. Next, proceed to the east to the room with the Save Point. If you previously saw Chisato in Centropolis and North City, she appears again here. Note that she drops something on the path above. On your way to the Save Point, stop and examine this item to find **Chisato's Card**. With this item, you can recruit Chisato if there's room in the party upon their return to the Centropolis.



ARACHNOVIAS ATTACK!

At the heart of the Cave of Crimson Crystals the party finds their worst fears realized — the Psynard is under attack by two vicious Arachnovias!

BOSS ARACHNOVIA (x2)

HP 40000

WEAK VS. NONE

ITEM DROP

STEEL ARMOR (39%),
SACRIFICIAL DOLL (61%)

The Arachnovias penetrate the heroes' lines quickly, scattering spell casters in the true nature of divide and conquer. They are quick to guard and evade, so attacking them from the front is impractical. Immobilize one of the Arachnovias by pinning it between two melee fighters, then chop it to pieces from both sides. Use special arts to speed things up, so that you can pursue the other fiend and do the same to it!



RECRUIT NOEL?

As a Nedian, Noel should prove himself an excellent symbolologist and healer in the Cave of Crimson Crystals. When the Psynard accepts the party and prepares to fly out of the cave, Noel asks to join, provided there are seven or fewer party members. Choose "We'd be happy for you to join us" if you'd like to bring Noel along on your epic quest.



LIVING THE PSYNARD LIFE

Once the Psynard is obtained, the party can fly and land almost anywhere in Energy Nede. Thus, many locations can be explored in whatever order the player desires. For instance, you can visit Fun City earlier than it appears in this guide. However, without the N.P.I.D., the party must pay for admission. This walkthrough places the Fun City description after the Minae Cave, since that's when the player receives the N.P.I.D. key item and also when story events occur there.

You may need to move away from cities or other locations to land the Psynard. You can only fly within the environment shield surrounding Energy Nede and cannot fly toward Phynal.



REPORT TO NALL

Fly back to the Centropolis. Reenter City Hall and find Nall in his office. He explains that the party must now survive four trials at Energy Nede's Four Fields: the Field of Wisdom, the Field of Might, the Field of Courage, and the Field of Love. Nall hands over a **Combo Link** and the **Rune Code**, which allows access to the Fields. You must obtain an orb from each location and return. The Four Fields are explored in this guidebook in the order suggested by Nall, but you can explore them in any order.



Pilot the Psynard back to the Centropolis and park it outside.



Head into Nall's office to learn about the Four Fields.

SIGN ON CHISATO

Having seen Chisato following the party at Centropolis, North City, and the Cave of Crimson Crystals, and having picked up Chisato's Card, enter the Nede Times on the second floor of City Hall. Next, speak to Chisato at her desk in the bullpen. If there are seven or fewer party members, she asks to come along. If the party is full, then the heroes ask her to stop following them. Fortunately, Chisato's boss agrees!



NEVER PAY FOR REST AGAIN!

Congratulations! Your days of paying to rest and recuperate are over! This is good timing, since inns on Energy Nede charge 50 Fol per person. Pilot the Psynard to the Nede Defense Force base called L'Aqua, located on an island southwest of the force field surrounding Phynal. Enter the base and speak to the nurse in the infirmary to rest for free!



SHADY SHOP "FOR A FEW FOL MORE"

Shady Shop "For a Few Fol More"

Shady Shop



TO ENERGY NEDE WORLD MAP

SHADY SHOP PICKPOCKET LIST

NO.	NPC	Item	Diff.
1	Tok	Assassin's Handbook	4

SHOP

Shady Shop "For a Few Fol More"

ITEM	FOL
Wizard's Cap	65200
Mithril Helmet	83400
Mithril Mesh	250000
Wizard's Armor	240000
Steel Armor	52000
Crested Shield	36600
Gauntlet of Air	105000
Mithril Greaves	76000
tri-Emblum	31419
Wyrn King's Ribbon	12000
Magical Rasp	350000

THE HIDDEN DEALER

Land on the middle island of the three snow-covered islands south of Princebridge. Walk to the south tip of the island to find an isolated shack. There, the unauthorized merchant Tok sells some awesome equipment.



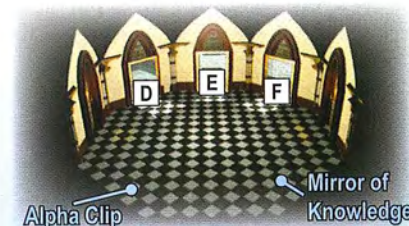
The Shady Shop is located on an island southwest of Princebridge.



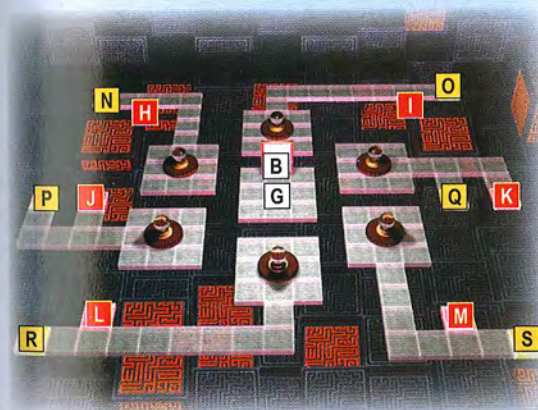
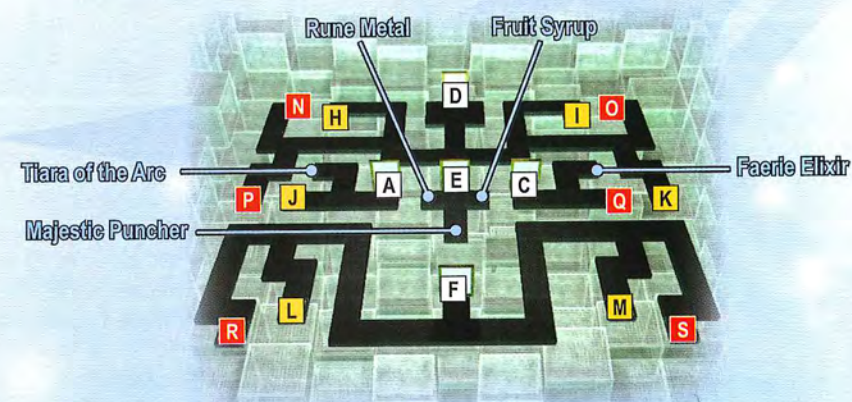
If Tok's prices are too hefty, use a Cinderella Glass or the Group Appraising specialty to lower his fees.

FIELD OF WISDOM

Field of Wisdom



TO ENERGY NEDE WORLD MAP



ENEMY DATA

Controller

HP 8000 WEAK VS. None
DROP Smith's Hammer (8%), Premium Paper (11%)

Magic Defender

HP 3000 WEAK VS. None (Strong vs. All)
DROP Mithril Shield (4%), Silver (6%)

Niquia HG

HP 1300 WEAK VS. None
DROP Magic Camera (12%)

Rikka

HP 10000 WEAK VS. None
DROP Thunder Ring (4%), Magic Film (8%)

Wizard

HP 20000 WEAK VS. None
DROP Rune Buckler (6%), Mithril (18%)

OBJECTIVE LIST

1. Examine the left mirror to enter with the Rune Code.
2. Teleport between areas to activate all six switches.
3. Teleport to the central platform and step on the large yellow pad.
4. Defeat the Magic Hand and its boxes to obtain the Orb of Wisdom.

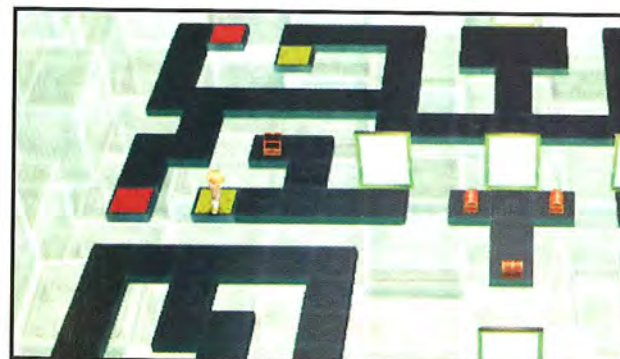
HOUSE OF MIRRORS

The Field of Wisdom presents the party with the challenge of using teleport pads and mirrors to move between areas in order to activate six switches in the red room. The switches activate the central mirror at the entrance, which allows the party to proceed to the destination chamber.



Examine the left mirror to enter the Field of Wisdom.

Upon entering, examine the mirror on the left. The Rune Code activates the mirror, transporting the party to a large room. Collect the items and step on the yellow pads to teleport to the corresponding red pads in the other room. (For instance, stepping on the closest yellow pad teleports the party to the red room.) Examine the nearby switch to activate it and make it spin. Then, step on the yellow pad in this area to return to the previous room.



Step on yellow pads to teleport to the corresponding red ones in the other room.



Examine the six switches in the red room to activate them and make the central teleporter appear.

Use the maps in this section to navigate back and forth from one room to the other, activating more switches during each trip to the red room. After using the teleporter's pads to activate the three switches to the northwest, examine the central mirror to teleport to a room containing an **Alpha Clip** and a **Mirror of Knowledge**. Use the central mirror in this room to teleport to the central platform in the green room. Plunder the three chests to obtain a **Rune Metal**, a **Majestic Puncher**, and **Fruit Syrup**. Use the mirror to return to the previous room and examine the right mirror to teleport to the south platform in the green room.



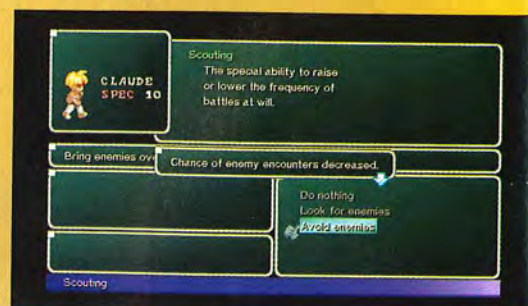
Activating the upper east switch last makes it easier to return to the center of the red room where the teleporter appears.

Activate the two switches to the south, then go back through the mirrors to the north platform in the green room. Step on the southeast yellow pad to teleport to the red room and activate the final switch. This causes a large yellow pad to appear on the central platform in the red room.

Use the mirror to travel back to the entrance and teleport using the central mirror. Step on the large yellow teleport pad in the center of the red room to confront the building's security system.

REDUCE BATTLE FREQUENCY WITH SCOUTING

Spend skill points to improve your characters' Danger Radar and develop the Scouting specialty. By accessing this ability in the Specialty screen, you can reduce the frequency of randomly occurring battles and make your trips through the Four Fields much less harrowing.



BOSS MAGIC HAND

HP
60000

WEAK VS.
NONE

ITEM DROP
GAUNTLET OF AIR (100%)

FORCE BOX

HP
30000

WEAK VS.
NONE

ITEM DROP
SACRIFICIAL DOLL (100%)

GUARD BOX

HP
30000

WEAK VS.
FIRE

ITEM DROP
CINDERELLA GLASS (100%)

MAGIC BOX (x2)

HP
30000

WEAK VS.
NONE

ITEM DROP
RESURRECTION MIST (100%)

The boxes mainly "feed" the Magic Hand that attacks the party, so focus your attacks on the robotic arm. Before the battle, switch to wide-split formation Square 2, so that your magic casters in the back row are not obliterated immediately by the Magic Hand's blasts. In addition, make sure no one is equipped with a fire elemental weapon, since the Magic Boxes absorb flames to heal themselves.



Control one melee fighter (such as Claude) and move him or her directly beneath the Magic Hand. Strike it repeatedly with single slashes, not combos. This causes it to recoil rather than fire its most devastating attack. The AI-controlled characters can clean up the boxes nicely while you get the hand out of the way. The party receives the **Orb of Wisdom**, along with other prizes, when the battle concludes.



FIELD OF MIGHT

Field of Might

OBJECTIVE LIST






1. Navigate the shortest path through the Field of Might.
2. Defeat the Guardian.
3. Proceed to the altar behind the Guardian to obtain the Orb of Might.



TO ENERGY NEDE WORLD MAP



ENEMY DATA

Athul Athul		
HP	5000	WEAK VS. None
DROP	Purple Amulet (6%)	
Dark Crusader		
HP	10000	WEAK VS. Light
DROP	Bloody Armor (5%)	
Ghast		
HP	20000	WEAK VS. Fire
DROP	Amulet of Freedom (6%), Paralysis Cure (10%)	
Insane Lord		
HP	8000	WEAK VS. Light
DROP	Bloody Helmet (5%), Chaos Mail (7%)	
Yeti		
HP	20000	WEAK VS. Fire
DROP	Star Ruby (47%), Rainbow Diamond (53%)	

THE YETI'S CHALLENGE

Travel east from the entrance all the way across the bottom of the area and into a cave. About halfway through the cave, a large Yeti stands in front of a switch. When the player character steps within range, the Yeti will attack. However, this is not an ordinary battle. The Yetis encountered do not attack the party. Rather, they try to touch the wall switch behind the party. If they touch the switch, then a wall permanently divides the cave, preventing you from collecting an **Assault Bomb**, a **Melt Potion**, and an **Armor of the Arc**.

The easiest way to stop the Yetis is to equip Claude's Double Slash special art and use it to attack the nearest advancing Yeti. The Double Slash knocks back the Yetis and prevents them from reaching the switch. Keep moving in front of the nearest advancing Yeti and knock it back until the battle is won.



Yetis appearing in caves by wall switches can block the party's advance.



Knock the Yetis away from the wall switch until all are defeated to keep the passage open.

Return to the entrance and head into the northeast cave. Use the Save Point just inside the entrance, then proceed inward to encounter another Yeti near a wall switch. Stopping the Yetis is much more important this time; if the Yetis succeed in blocking this passage, you must take the longer, roundabout route to the summit.



If this Yeti successfully blocks the passageway, the party is forced to take a longer route to their objective.

Continue along the path following signs as they appear. Climb the ladders to arrive at the summit. When the party reaches the summit, be sure to save your game before attempting to cross the bridge—a difficult boss fight awaits...



BOSS GUARDIAN

HP
130000

WEAK VS.
DARK

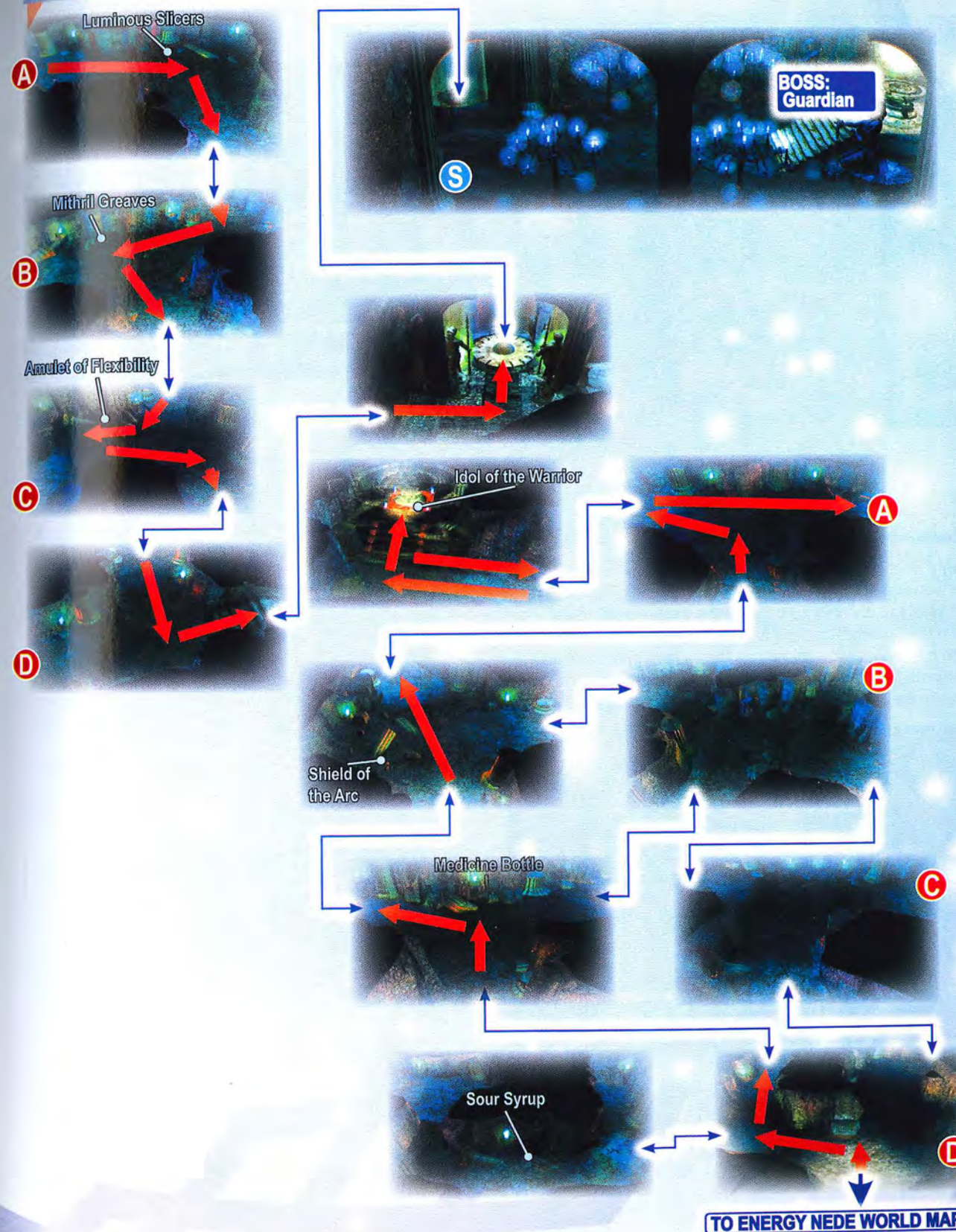
ITEM DROP
RING OF ABSORPTION (100%)

For the first part of the battle, characters like Rena and Noel actually perform better with their strategy set to "Do what it takes to win," letting them attack with their light-based spells. Attack the Guardian ferociously until only one-third of its HP remains. At that point, it transforms into a small pile and begins emitting multiple-hit waves. When this occurs, move all characters out of the Guardian's range and change the strategy for melee characters to "Do nothing!" Allow your spell casters to continue attacking. When the Guardian stops emitting waves because no one is within range, take control of characters like Claude and Precia and execute jump-style special arts, such as Helmetbreak or Jump 'n Thump. Retreat out of range immediately to avoid counterattacks. After the battle ends, cross the bridge and acquire the Orb of Might.



FIELD OF COURAGE

Field of Courage



OBJECTIVE LIST

1. Navigate the Field of Courage (follow the highlighted path on the maps in this section).
2. Travel north to obtain the Idol of the Warrior.
3. Place the Idol of the Warrior on the altar to summon the Guardian.
4. Defeat the Guardian to obtain the Orb of Courage.

ENEMY DATA

Dark Crusader

HP 10000 WEAK VS. Light
DROP Bloody Armor (5%)



Fenrir Beast

HP 25000 WEAK VS. Fire
DROP Meteor Ring (6%), Rune Metal (7%)



Otiph

HP 8000 WEAK VS. Earth
DROP Amulet of Antivenin (4%), Antidote (9%)



Rikke

HP 10000 WEAK VS. None
DROP Thunder Ring (3%), Daze Bomb (34%)



DIMENSIONAL SHIFT

Only one valid path leads the party through the Field of Courage to the boss chamber. Stepping off the path causes the party to go through the same rooms over and over, and the player has no choice but to return to the main path. The arrows on the maps in this section indicate the path to take. Luckily, this path takes you by all available treasures!



Collect the **Idol of the Warrior** by following the path marked on the maps in this guide.

Navigate to the northernmost room and obtain the **Idol of the Warrior**. Next, head east and follow the route south to a teleporter. Step on the teleporter and use the Save Point in the next room. Once you've saved your progress, head into the next room and place the **Idol of the Warrior** on the altar to summon the Guardian. Defeat this Guardian using the same tactics as the one previously encountered at the Field of Might to obtain the **Orb of Courage**. Upon succeeding, use the teleporter again. Finally, just head directly west to reach the exit.



Defeat the Guardian using the same strategy outlined for the one encountered at the Field of Might.

FIELD OF LOVE

Field of Love

OBJECTIVE LIST

1. Touch the two switches to align the bridges and form a path through the Field of Love.
2. Defeat Lavarre to obtain the Orb of Love.

ENEMY DATA

Clear Gelatin

HP 80000 WEAK VS. None (Absorbs Earth, Water, Light)
DROP Pixie Perfume (20%), Blackberries (47%)



Joypad

HP 14000 WEAK VS. None
DROP None



Magic Defender

HP 3000 WEAK VS. None (Strong vs. All)
DROP Mithril Shield (4%), Silver (6%)



Master Wizard

HP 35000 WEAK VS. None (Absorbs Dark)
DROP Faerie Ring (6%), Silver Earring (7%)



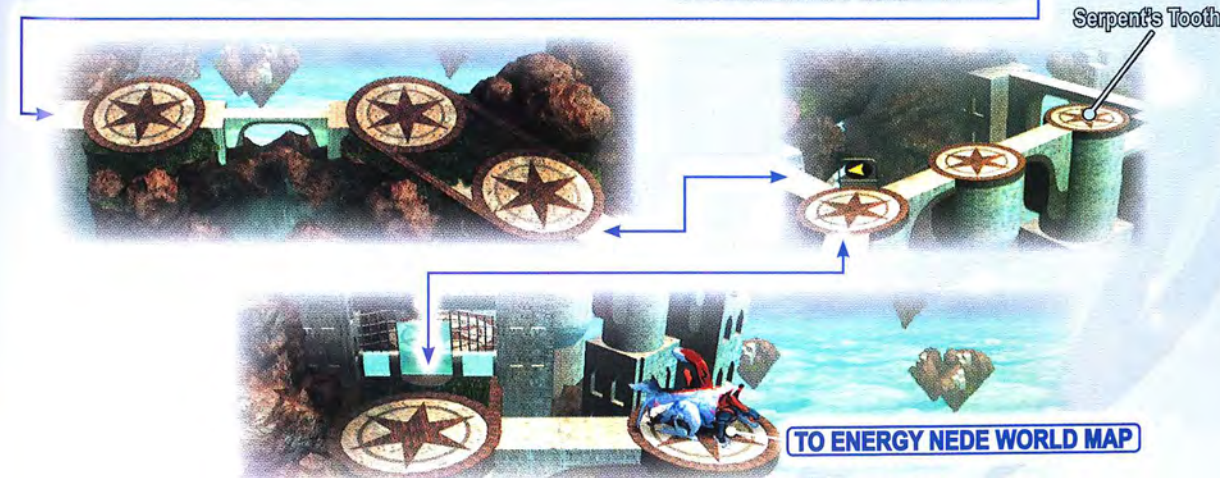
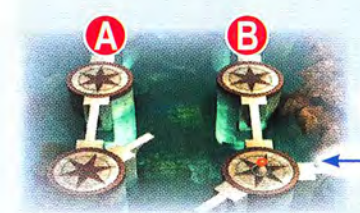
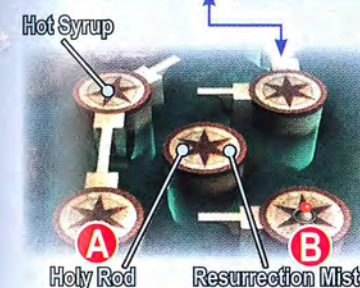
Niquia HG

HP 1300 WEAK VS. None
DROP Magic Camera (12%)



Rikki

HP 15000 WEAK VS. None
DROP Thunder Ring (3%)



TO ENERGY NEDE WORLD MAP

NO LOVE HERE, JUST DANGER

The Field of Love is located on a floating island hovering over the center of Energy Nede. Fly high on your Psynard and touch the island to enter.



The Field of Love hovers over the center of Energy Nede.

After the party uses the Rune Code to gain access, head east to obtain the **Serpent's Tooth** if Noel is in your party. Then, follow the path west until the party encounters a switch. Touch the switch to form a bridge to the west. However, go north from there to find another switch. Touch it to complete the path and also to reach the **Holy Rod** and **Resurrection Mist** in the center. Next, backtrack to the south and follow the west bridges north to the chamber where the **Orb of Love** awaits.



Touch each switch once to connect the path to the objective.

BOSS LAVARRE

HP
60000

WEAK VS.
LIGHT

ITEM DROP
NONE

SUNBREAKER (X2)

HP
30000

WEAK VS.
NONE

ITEM DROP
MOON TIARA (4%)

Lavarre tries to stand back and cast spells, while the twin Sunbreakers attempt to hold back the party. Thwart her strategy by running past her cronies and striking her directly. Unable to cast her spells, she tries to run. This makes her useless throughout the entire battle, allowing you to take her apart quite easily.



PHYNAL ENTRANCE

Entrance of Phynal



TO ENERGY NEDE WORLD MAP



FRUTTLess ENDEAVOR

Having defeated the guardians at the Four Fields and obtained the Orbs of Wisdom, Might, Courage, and Love, return to the Centropolis and enter the Mayor's Office to speak to Nall. During a long series of events, Nall and the party accompany the Nede Defense Force as they begin their assault on Phynal. After riding a domesticated shark to the pier of Phynal, you regain control of the party on the field map in front of the massive tower. *Be sure to save your game!* Additionally, you can return to the pier and return to L'Aqua to rest. When you're ready, enter Phynal. Zaphkiel of the Ten Wise Men throws several waves of weak robots at the party before confronting them himself. Unfortunately, the party's only option is defeat.



Save your game on the field map before entering Phynal.



Use special arts to quickly rout Zaphkiel's robot minions, since you cannot defeat the boss.

ENEMY DATA

Mirre 64

HP 18000 WEAK VS. Wind
DROP Resurrection Mist (6%)

Takikodus

HP 25500 WEAK VS. None
DROP Stone Cure (4%)

OBJECTIVE LIST

1. Return to the Centropolis after clearing the Four Fields and speak to Nall.
2. Enter Phynal.
3. Defeat Zaphkiel's minions.
4. Zaphkiel defeats the party.
PA Centropolis08
PA Centropolis09
PA Centropolis10
PA Centropolis11
PA North City12

BOSS ZAPHKIEL

HP
150000

WEAK VS.
NONE

ITEM DROP
NONE

The party does not have the proper weaponry to take on one of the Ten Wise Men. Make this fruitless battle end faster by taking control of Rena and having her perform melee attacks against Zaphkiel. This approach is worth a laugh, at the very least.



ARMLOCK

Armlock

OBJECTIVE LIST

1. Explore Armlock. (Optional)
2. Meet Nall at the Sealed Door by the north end of town.



ARMLOCK PICKPOCKET LIST

NO.	NPC	Item	Diff.
1	Man	Weird Shape	2
2	Young Boy	Boots of Happiness	1
3	Young Girl	Sour Syrup	1
4	Elderly Person	Death of Socrates	1
5	Woman	Cinderella Glass	1
6	Guildmaster	Magician's Glove	5
7	Skill Guide	Music Editor	4
8	Advisor	Sterile Glove	3
9	Mirage	Force Sword	2
10	Nall's Messenger *1	Pet Food	2
11	Nall *2	Premium Paper	2
12	LeMars	Grains	1
13	Customer	1500 Fol	1
14	Waitress	Death of Originality	1
15	Locke	Mithril Dress	4
16	Dok	Smith's Hammer	1
17	Youth	Pear Compote	2
18	Woman	Moon Earring	1

NO.	NPC	Item	Diff.
19	Granny	Fire in the Sky	1
20	Kara	Herbal Potion	2
21	Inn Guest	5000 Fol	2
22	Peddler	tri-Emblum	2
23	Welch	Goodie Box	2
24	Claude	Searing Sword	3
25	Ashton	Twin Needles	3
26	Celine	Silver Moon	2
27	Bowman	Artemis Leaf	3
28	Leon	Symbology Dictionary	2
29	Rena	Knuckles of the Moon	3
30	Dias	Hope of the Breeze	4
31	Noel	Dragon Claw	3
32	Opera	Alpha Clip	2
33	Ernest	Light Whip	3
34	Chisato	Word Processor	2
35	Precis	Mechanic's Toolbox	N/A

*1. Only appears directly after defeating Metatron.

*2. Appears after acquiring the Minae Cave Key Card, but before defeating the Barchian.

SHOPS

Weapon Shop "The Weapon Factory"

ITEM	FOL
Force Sword	50000
Blade of Ruin	190000
Lotus Eaters	188000
Knuckles of the Moon	50000
Grizzly Clasp	140000
Ruby Rod	80000
Atomic Puncher	170000
Spark Whip	160000
Encyclopedia	50000
Lightning Gun	158000
Alpha Clip	139900
Annoying Handy Stick	45000

Skill Guild "Sharpened Skills"

ITEM	SKILLS LEARNED	FOL
Sense 3	Effort, ESP, Aesthetic Design	2700
Combat 1	Power Burst, Guardbreak, Qigong, Trance	400
Combat 2	Godspeed, Sidestep, Body Control, Recast	1600
Combat 3	Feint, Counter, Hasten Speech, Concentration	4500

Food Shop "The Kitchen Knife"

ITEM	FOL
Seafood	500
Fruit	80
Grains	145
Meat	300
Vegetables	30
Eggs and Dairy	10

Peddler (inside inn)

ITEM	FOL
Aquaberries	105
Blackberries	200
Blueberries	60
Spectacles	8
Smith's Hammer	250
Mechanic's Toolbox	1200
Iron	200
Silver	200
Gold	300
Ruby	400
Sapphire	800
Green Beryl	500
Crystal	500
Diamond	9000
Magic Canvas	1000
Magic Clay	600
Thief's Glove	40000
Fountain Pen	460
Pet Food	10
Potion of Lilith	150

NEW PLANS

Nall's new strategy for defeating the Ten Wise Men calls for the party to meet him in Armlock and accompany him to the Symbolical Weapons Laboratory. After perusing the local shops to your heart's content, meet with Nall by the Sealed Door located at the north end of town. From there, the party travels to the Symbolical Weapons Laboratory.



Meet Nall by the Sealed Door at the north end of Armlock to continue searching for a solution to the Ten Wise Men.



SYMBOLOLOGICAL WEAPONS LABORATORY

Symbological Weapons Laboratory



OBJECTIVE LIST

1. Navigate to the back room of the Symbolological Weapons Laboratory.
 2. Return to the teleporter area.
 3. In Armlock, enter Mirage's Home to obtain the Mimac Cave Key Card.
- PA Armlock08
PA Armlock09
PA Armlock10
PA Armlock11

ANTIPROTON WEAPONS

Although no enemies roam the halls, several long scenes take place here, so use the Save Point near the entrance every time the opportunity arises. Go inside the ruins and head east, proceeding through the first doorway to find a **Mind Ring**. Next, navigate to the back of the Symbological Weapons Laboratory to trigger another scene. Following those events, exit the building and return to the area near the transporter to continue.



The party learns of ancient weaponry powerful enough to kill the Ten Wise Men.

After the party returns to Armlock, head south and enter the first building to the east, which is Mirage's Home. Nall determines from the laboratory schematics that the antiproton weapons needed to slay the Ten Wise Men require **LEA Metal**, which can only be obtained by defeating the Barchian at the Minae Cave. Nall gives the party the **Minae Cave Key Card**, which grants access to the site.



Mirage's Home lies on the east side of Armlock.



MINAE CAVE

Minae Cave



OBJECTIVE LIST

1. Defeat the Barchian to obtain LEA Metal.
2. Take the LEA Metal back to Armlock and give it to Mirage to obtain the XPLA.

ENEMY DATA

Dark Water

HP 40000 WEAK VS. Wind
DROP Gelatinous Slime (2%)

Orange Balloon

HP 6000 WEAK VS. Light
DROP Blackberries (3%)

Sunbreaker

HP 30000 WEAK VS. None
DROP Moon Tiara (4%)

Make a Beeline!

Even with the Scouting specialty running full tilt, random encounters are frequent and highly dangerous in the Minae Cave. Although treasures lie in the side passages and chambers, head directly to the boss's location and deal with it first before doing anything else. Defeating the Barchian clears the cave and no more random battles occur! This makes collecting the items a snap.



MELEE THE SUNBREAKERS

Groups of three or more Sunbreakers can demolish the party in no time flat! To prevent them from using their spells, it's best to place three melee fighters (and Rena, as always) in the party. Set your melee fighters' strategies to "Spread out and attack" so that each AI-controlled character attacks one Sunbreaker while you attack the remainder. Confronting the Sunbreakers at short range helps prevent them from casting their devastating spells, although you may still need to occasionally heal.



BOSS BARCHIAN

HP 150000

WEAK VS. NONE

ITEM DROP
MITHRIL (100%)

Equip characters with **Amulets of Antivenin** prior to the battle to prevent poisoning. The Barchian attacks only by emitting Pain Release every round. The damage inflicted is a percentage of the injury sustained by the Barchian. Thus, use of spells and special arts to inflict extra damage becomes detrimental to the party. Fill the party with three melee fighters and Rena. Set the strategy for AI allies to "Save your special arts," so they are more likely to attack with standard melee. As long as the Barchian sustains minimum damage each round, its Pain Release attack should be survivable. Just keep Rena on her feet so that the party can recover after every round. If the party needs a break to recover, take control of each melee fighter in turn and set their strategies to "Do nothing." After doing so, use items and spells to quickly recuperate while the Pain Release attack does only minimum damage.



PRINCEBRIDGE UNIVERSITY PICKPOCKET LIST

NO.	NPC	Item	Diff.
1	Librarian	Star Earring	3
2	Student	500 Fol	1
3	Professor	All About Herbs	1
4	Student	Fountain Pen	1
5	Female Student	All About Herbs	1
6	Female Student	Mirror of Knowledge	1
7	Student	Paper Scrap	1
8	Leifath	Life in Nature	2
9	Intern	Lame Earring	1
10	Bowman	Holy Mist	3

UNLOCK THE SECRETS!

Princebridge becomes available as soon as the party obtains a Psynard, and while some fruitful Private Actions occur here at that time, nothing happens here story-wise until the party obtains the LEA Metal from the Minae Cave. A short side quest can then be completed regarding the classified information files in North City's library. Completing this side quest doesn't garner any special items or abilities, but it does enrich the storyline and reveals exactly whom the party is really dealing with. For a complete rundown of how to complete this side quest, turn to the "North City Library Classified Information" section in **Chapter 4: Extra Quests**.

FUN CITY



FUN CITY PICKPOCKET LIST

NO.	NPC	Item	Diff.
1	Soldier	Chain of Might	3
2	Soldier	Holy Ring	5
3	Youth	Necklace	2
4	Normal Guy	500 Fol	1
5	Normal Guy's Friend	Stone Cure	1
6	Daddy	Fountain Pen	2
7	Child	Carrot Ice Cream	2
8	Father	Cola	1
9	Mother	Banana Crepe	1
10	Child	Vanilla Ice Cream	1
11	Woman	Silver Idol	1
12	Woman	Gold Idol	2
13	Woman	Lavish Idol	3
14	Staff	Paper Scrap	1
15	Child	Orange Sherbet	1
16	Mother	Orange Soda	2
17	Girlfriend	Earring of Magnetism	4
18	Boyfriend	Ring of Trust	2
19	Gramps	Goodie Box	2
20	Granny	Warrior Idol	2
21	Entrance Staff	Ring of Insanity	2
22	Receptionist	Fountain Pen	2
23	Receptionist	Paper Scrap	1
24	Figurine Fanboy	Lavish Idol	2
25	Card Game Fanboy	Faerie Card	2
26	Woman	Fanfic!!!	2
27	SO Fangirl	Ring of Lunacy	2
28	Boy	Starry Night	1
29	Girl	Walls of the Soul	2
30	Fanfic Seller	Secret Account	2
31	Receptionist	High Heels	1
32	Receptionist	Bracelet of Gambling	2
33	Excited Woman	Temper Tablet	1
34	Shige, the Tipster	Cola	5
35	Guy in Bunny Costume	Bunny Shoes	6
36	Fun City Shop Clerk	Aloe Jam	1
37	Tourist	Lame Earring	2
38	Tourist	800 Fol	2
39	Tourist	Dull Blade	1
40	Fun City Shop Clerk	Orange Soda	1
41	Man	Peking Duck	2

NO.	NPC	Item	Diff.
42	Tourist	Vegetable Stir-Fry	2
43	Hotel Desk Clerk	1000 Fol	1
44	Girl *1	Weird Doll	2
45	Girl *1	Ugly Accessory	2
46	Man *2	Maple Syrup	1
47	Mariana *2	Ring of Wisdom	1
48	Man *3	Faerie Card	2
49	Man	Blueberries	3
50	Woman	Succubus Perfume	2
51	Information Desk Clerk	Death of Originality	2
52	Information Desk Clerk	Glittering Earring	2
53	Information Desk Clerk	Starry Night	2
54	Bartender	Goddess Statuette	3
55	Boyo	Lime Cooler	2
56	Patron	Pin Heels	3
57	Boyfrien'	Weird Clothing	1
58	Girlfrien'	Weird Cap	1
59	Fortuneteller Woman	Crystal	3
60	Ostentatious Fortuneteller	Lavender	2
61	Veteran Fortuneteller	Hexagram Card	3
62	Precocious Girl	Necklace	1
63	Dapper Girl	600 Fol	2
64	Tragic Girl	Blueberries	1
65	Receptionist	Bitter Cake	2
66	Receptionist	Old Milk	2
67	Receptionist	Nectar	3
68	Chisato	Premium Paper	2
69	Celine	Paper Scrap	2
70	Welch	Jack-in-the-Box	2
71	Rena	Ladyfingers	2
72	Claude	Talisman	2
73	Precis	Chocolate Crepe	2
74	Bowman	Medicine Bottle	2
75	Ashton *4	Pet Food	3
76	Ashton *4	Aqua Ring	2
77	Opera	Bloody Driver	2
78	Noel	Fine Tuna Sashimi	2
79	Ernest	Hexagram Card	3
80	Leon	Engineer's Handbook	2

*1. Appears during a PA after you see PA Fun City10.

*2. Appears after you see PA Fun City08.

*3. No longer appears after you see PA Fun City08.

*4. Appears at either 75 or 76.

SHOPS

Item Shop "Fun City Giftshop"	
ITEM	FOL
Keen Kitchen Knife	12000
Feather Pen	20
Fountain Pen	460
Magic Camera	9800
Magic Film	900
Premium Paper	150
Mechanic's Toolbox	1200
Conductor Baton	85
Beret	40000
Aquaberries	105
Blackberries	200
Blueberries	60

Item Shop "Fun City Giftshop"	
Crown	1600
Harmonica	500
Spectacles	8
Evening Gown	5000
Pin Heels	300
Antidote	140
Paralysis Cure	180
Stone Cure	450
Strawberry Jam	50
Raspberry Jam	60
Apple Jam	70
Aloe Jam	80

Food Shop "Rainbow Cafe"	
ITEM	FOL
Luxury Grape Juice	100*
Chicken Doria	520
Orange Soda	110
Apple Crepe	200
Hotcake	340
Chicken Shish Kebab	500
Egg Fried Rice	300
Gyoza Dumplings	280
Strawberry Rice Cake	2250
Cola	300

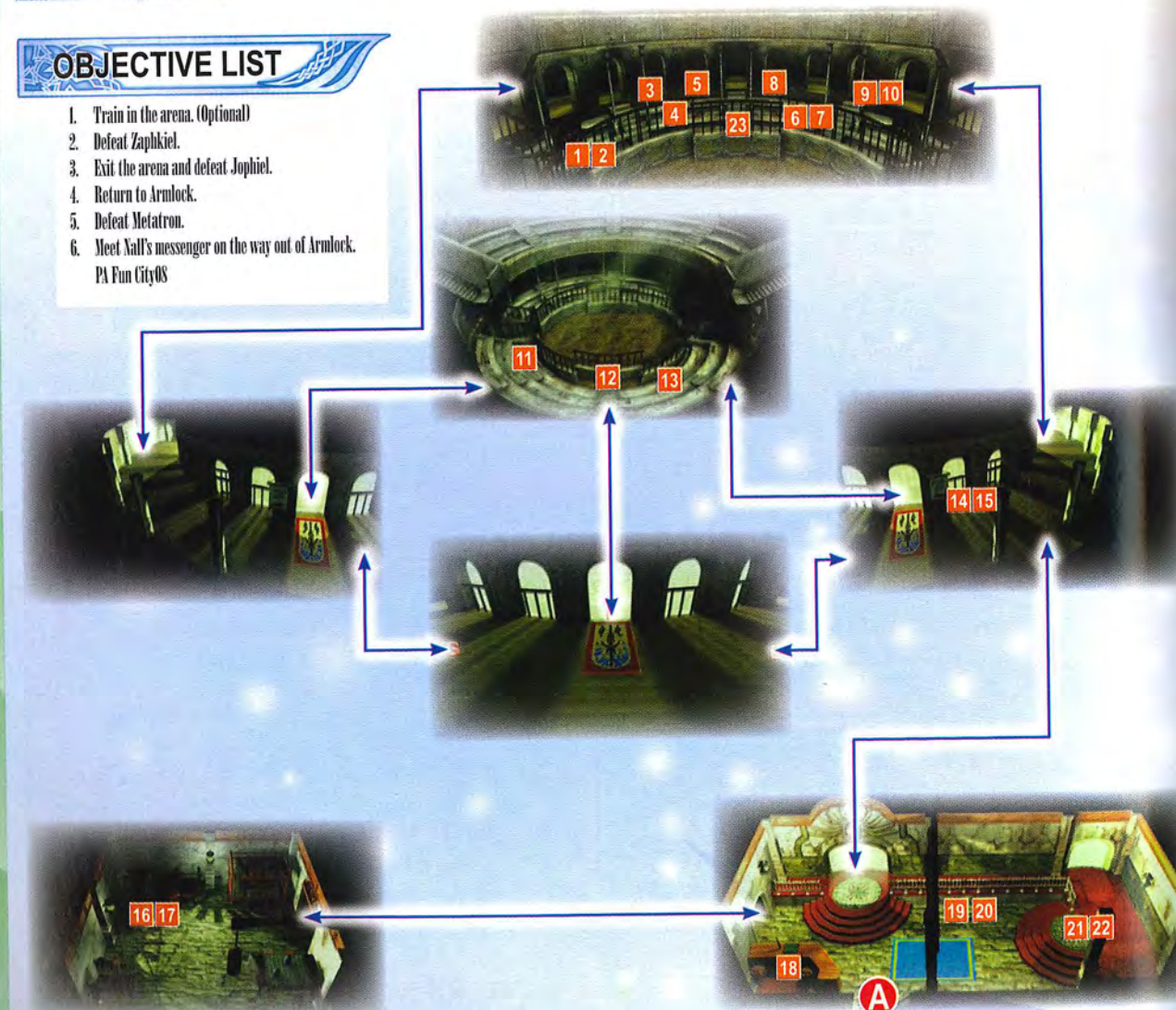
* Price based on playing time:
250 Fol per minute + 100 Fol.

Fanfic Convention	
ITEM	FOL
Fanfic	800
Fanfic!	3000
Fanfic!!!	10000
Fanfic X	10000

Fun City Arena

OBJECTIVE LIST

1. Train in the arena. (Optional)
2. Defeat Zaphkiel.
3. Exit the arena and defeat Jophiel.
4. Return to Armlock.
5. Defeat Metatron.
6. Meet Nall's messenger on the way out of Armlock. PA Fun CityOS



FUN CITY ARENA PICKPOCKET LIST

NO.	NPC	Item	Diff.
1	Man	Temper Tablet	1
2	Woman	Carrot Juice	1
3	Strange Old Man	Primavera	1
4	Man	Victory Card	2
5	Girl	Pixie Perfume	2
6	Man	Flat Soda	2
7	Woman	Carrot Ice Cream	1
8	Boy	Wealth Card	2
9	Big Brother *1	Ring of Happiness	2
10	Kid Sister *1	Ring of Sadness	2
11	Granny	Mirror of Knowledge	3
12	Man	Jack-in-the-Box	1
13	Staff	Doodles	2
14	Girlfriend	Brass Knuckles	2
15	Boyfriend	Compress of Veda	2
16	Pitiful Fighter 2	Warrior Idol	2
17	Pitiful Fighter 2's Buddy	400 Fol	1
18	Receptionist	500 Fol	2
19	Pitiful Fighter	Rotting Sashimi	1
20	Pitiful Fighter's Buddy	Wonder Drug	2
21	Soldier	Wealth Card	3
22	Soldier	Treasure Card	3
23	Dias	Amulet of Flexibility	3

*1. Can only pickpocket upon entry to the arena interior or in the north side spectator seating area when they have run around the entire arena.

N.P.I.D. FOR THE V.I.P.! WORD, G!

Without the N.P.I.D., the party must pay admission to enter Fun City. Although the party should be quite rich by the time they reach Energy Nede, 75 Fol per person is still quite steep. The party receives the **N.P.I.D.** from Mirage in Armlock after obtaining the **LEA Metal**. This key item allows the party to enter Fun City free of charge.



With the **N.P.I.D.**, the party enters Fun City for free. But on your first visit, responsibilities are waiting...

ARENA TRAINING

Until the party defeats the Barchian in the Minae Cave, nothing happens in Fun City to advance the scenario. However, there is no shortage of fun activities in this town. Refer to **Chapter 4: Extra Quests** to learn about participating in Bunny Races, Cooking Master contests, and Battle Arena challenges.



Many of the challenging mini-games in Fun City award players with rare items, bonus skill points, and large Fol prizes.

When the party enters Fun City with the N.P.I.D. for the first time, Nall's assistant escorts them directly to the arena for VR training. Mirage stops by to hand over the **Godslayer** and the **Knuckles of Hope** to Claude and Rena, respectively. She also hands over the **Void Matter**. These items allow the party to damage the Ten Wise Men.



Mirage brings the antiproton items to the heroes at the arena, at great risk to her own life.

Afterward, equip Claude and Rena with their new gear and use the Save Point to record your game, as terrible things are about to occur! If you prefer to gain a few levels first, speak to the staff member and choose to "Train" against random enemies.

This is highly recommended if any of your characters are still below level 50. Choose "Rest" to fully recover for free. When you're prepared to move forward, select the option to "Visit Mayor Nall."



Speak to the staff person to control events at the arena.

GOOD TIME FOR NAP

Want to rest? Head through the west doorway in the arena's lobby to the waiting room, where you can rest for free before the next boss battle!



BOSS ZAPHKIEL

HP
150000

WEAK VS.
NONE

ITEM DROP
FAIRIE ELIXIR (100%)

Zaphkiel's attacks and special arts are of a strictly melee nature. Thus, consider including another spell caster such as Celine, Leon, or Noel in addition to Rena. Because he counters so quickly, jump attacks such as Claude's Helmetbreak and Preci's Jump 'n Thump work better than others. Claude's Dragon Roar also inflicts strong successive hits from a distance, preventing counterattack. Now vulnerable, the only strategy required is to try to pin Zaphkiel between two or more melee fighters to prevent him from attacking spell casters, as he seems wont to do.



BOSS JOPHIEL

HP
160000

WEAK VS.
NONE

ITEM DROP
VELVET TEAR (100%)

Jophiel waits to ambush the party outside the arena. Despite his sadism, Jophiel is a pushover against the party's antiproton weapons. As in the last battle, have two melee fighters pin him to restrict his movement and allow spell casters to lend support. If possible, try to back him into a corner.



FLEEING CIVILIANS MAKE PRIME PICKINGS!

Note that the attack on Fun City has displaced several of the regulars. Even if you pickpocketed them before, you can do so again while they stand in their new locations during all the chaos.



BOSS METATRON

HP
170000

WEAK VS.
NONE (STRONG VS. ALL BUT DARK)

ITEM DROP
POTION OF MERLIN (100%)

Fly back to Armlock, but save your game before heading into town. Approach Mirage's house to battle another of the Ten Wise Men.



Metatron intermittently raises a blue defensive field, and is impervious to harm while this field is active. During this time, take control of your AI melee fighters and set their strategies to "Stay away from enemies!" Each time Metatron raises his force field, it stays active for 25 seconds. While avoiding him, spend your time healing or recovering MP.

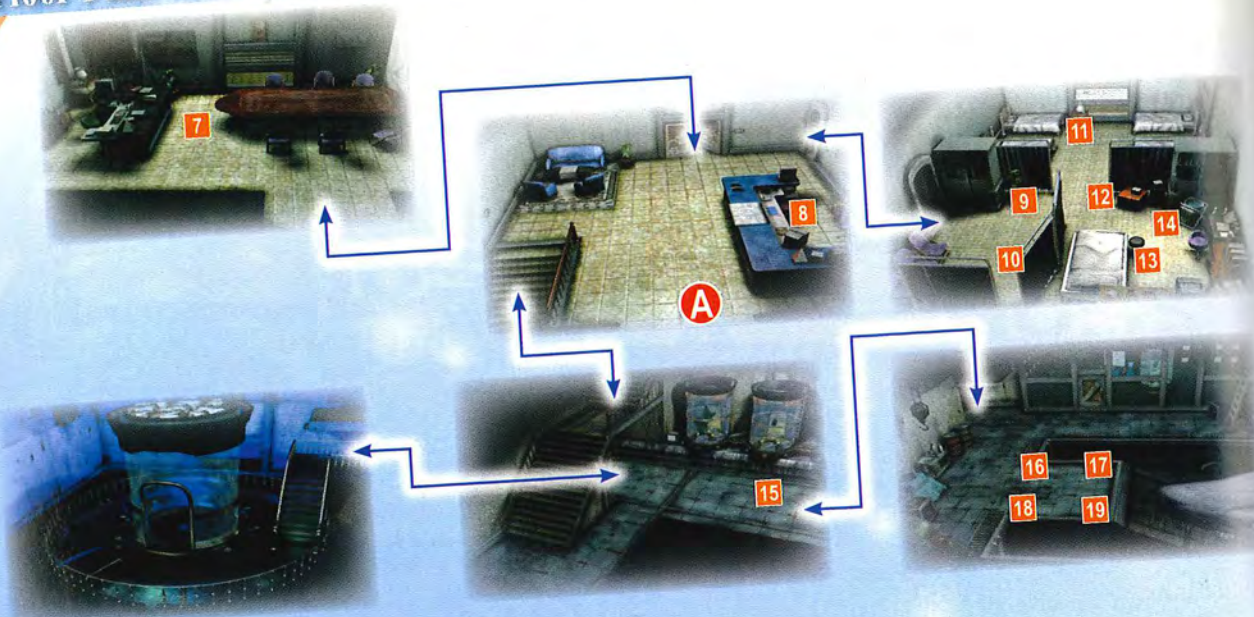


Don't stray too far, however. When his force field drops, leap on him quickly and chain special arts. Keep him busy to prevent him from raising the force field again. Even if his shield deflects your blows, he won't be able to make himself impervious. The key to a decisive victory is chaining blows when his force field is down.



L'AQUA

Floor Plan of L'Aqua Makeshift Naval Base



TO ENERGY NEDE WORLD MAP



OBJECTIVE LIST

1. Speak to the soldiers outside the tour building.
2. Speak to Nall in the infirmary when you're ready to travel to Phynal.
PA Fun City09
3. Reenter Phynal.



TO ENERGY NEDE WORLD MAP



L'AQUA PICKPOCKET LIST

NO.	NPC	Item	Diff.
1	Nede Defense Force Soldier	3000 Fol	2
2	Nede Defense Force Soldier	Rune Metal	2
3	Nede Defense Force Soldier *1	Ring of Infinity	2
4	Nede Defense Force Soldier *1	Mallet Charm	2
5	Nede Defense Force Soldier *1	Ricochet Bracelet	2
6	Nede Defense Force Soldier *1	Magic Cross	2
7	Mariana *1	Tiara of Isis	4
8	Staff *3	Mithril	2
9	Nurse	Resurrection Mist	3
10	Nede Defense Force Soldier *3	Intimidation Pendant	5
11	Nede Defense Force Soldier *2	Mystic Amulet	2
12	Nede Defense Force Soldier *2	Veda Idol	2
13	Nall *4	Rune Shoes	3
14	Nurse *2	Resurrection Elixir	3
15	Nede Defense Force Soldier	Meteorite	2
16	Nede Defense Force Soldier *4	Sacred Tome	2
17	Mirage *4	Sylvan Mail	2
18	Nede Defense Force Soldier *4	Ruby Rod	2
19	Nall *4	Cloak of the Stars	3
20	Soldier	Nuclear Bomb	1

*1. Only appears during the Four Fields quest.

*2. Appears between the Four Fields quest start until the defeat of Metatron.

*3. Appears between the Four Fields quest end until the defeat of Metatron.

*4. Appears once you enter Phynal (second time).

FINAL PREPARATIONS

Return to the Nede Defense Force Headquarters in L'Aqua, the small island southwest of Phynal where the party helped to stage the previous invasion. Enter the building and head through the east doorway to the infirmary. Speak to the nurse just inside to rest and recuperate for free, then go inside the partitioned area to speak to Mayor Nall.



Mayor Nall waits in the infirmary to send the party on their way to the final stage.

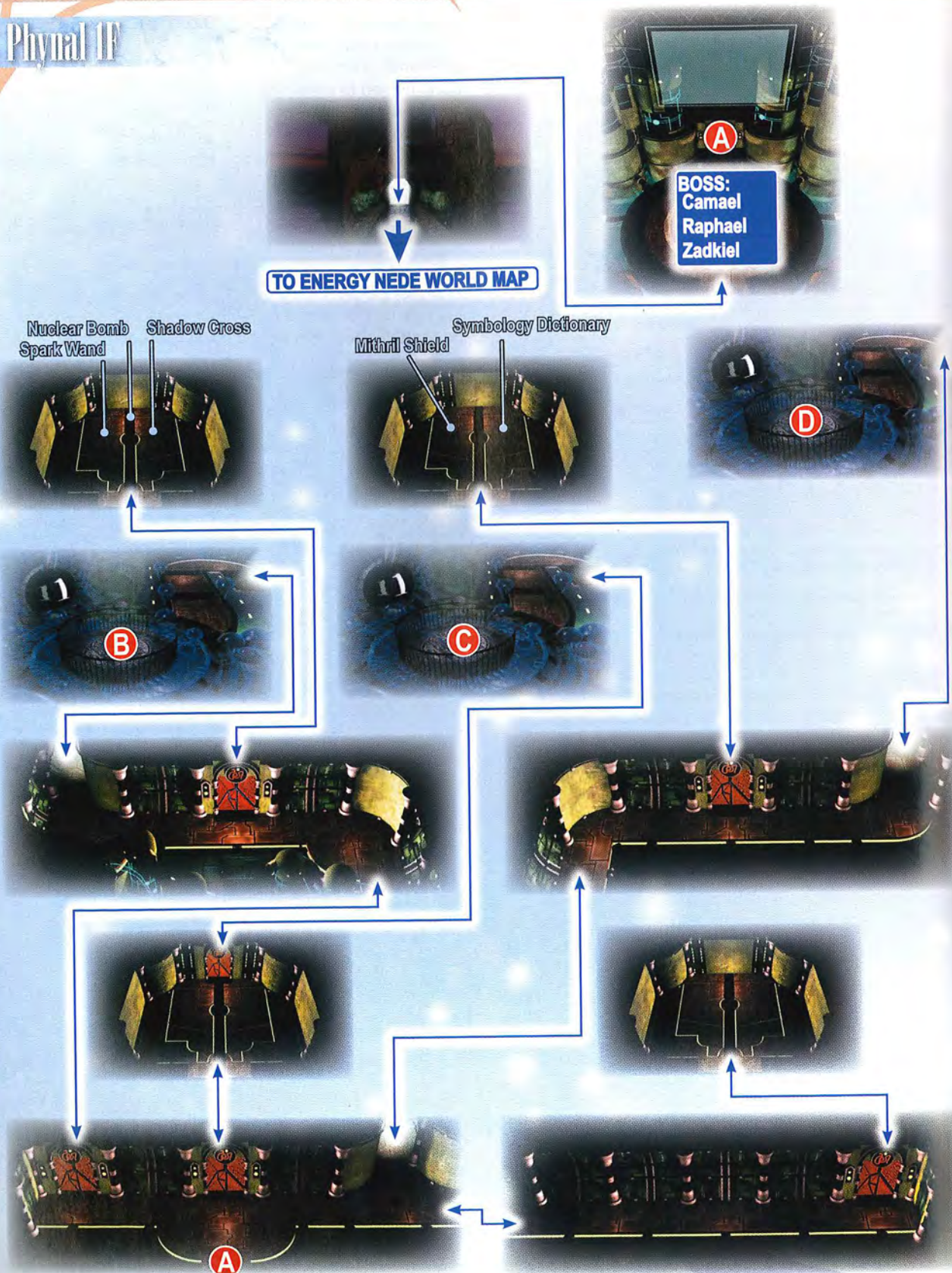
After several scenes, the party rides the shark back to the Phynal Pier. If at any point you wish to leave Phynal, return to the pier and tell the soldier standing there.



You may leave Phynal to go back to L'Aqua and rest, to complete side quests, or to view more Private Actions.

PHYNAL

Phynal IF



ENEMY DATA

Dark Crusader

HP 10000 WEAK VS. Light
DROP Bloody Armor (5%)

Erikodus

HP 5500 WEAK VS. None
DROP Star Ruby (0%)

Master Wizard

HP 35000 WEAK VS. None (Absorbs Dark)
DROP Faerie Ring (6%), Silver Earring (7%)

Medusa Lizard

HP 38000 WEAK VS. None
DROP Sylvan Mail (2%)

Mirre 64

HP 18000 WEAK VS. Wind
DROP Resurrection Mist (6%)

Niquia LM

HP 2300 WEAK VS. None
DROP Magic Camera (12%)

Phantom Phoenix

HP 100000 WEAK VS. None
DROP Eagle's Shawl (4%)

Quidonya

HP 14700 WEAK VS. Light
DROP Green Beryl (8%)

River Slug

HP 5200 WEAK VS. Light
DROP Sapphire (8%)

Succubus

HP 21000 WEAK VS. None
DROP None

Takikodus

HP 25500 WEAK VS. None
DROP Stone Cure (4%)

BOSS

CAMAEL

HP 45500

WEAK VS. EARTH, FIRE, DARK

ITEM DROP
SACRIFICIAL DOLL (100%)

RAPHAEL

HP 85200

WEAK VS. NONE

ITEM DROP
SACRIFICIAL DOLL (100%)

ZADKIEL

HP 105800

WEAK VS. NONE

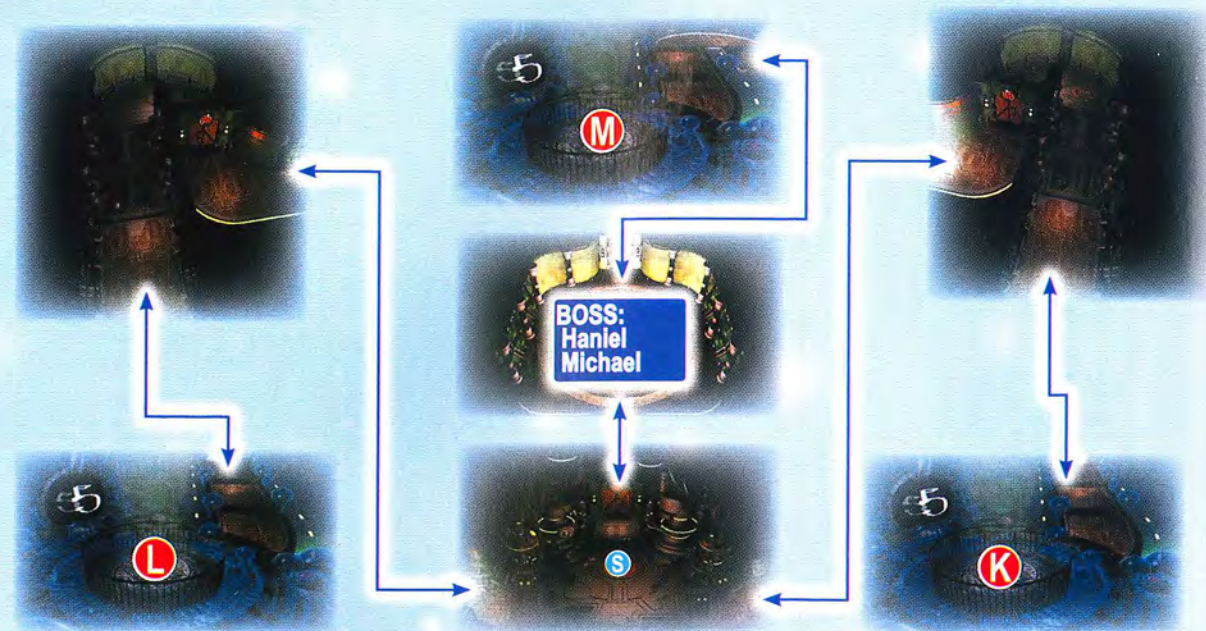
ITEM DROP
SACRIFICIAL DOLL (100%)

Three of the Ten Wise Men greet the party at the entrance. Pitting a party of heroes against a party of bosses turns into an all-out brawl, so try to keep your wits in the ensuing chaos. Camael is the weakest among the enemies with the most spells at his disposal, so target and take him out quickly.

Casting Cure All and Thunder Cloud, Raphael is the next biggest threat. Once Camael is gone, barrage Raphael with constant assault to prevent him from casting spells. Keep at him without being distracted by Zadkiel and he should go down without much of a fight.

The true fly in the ointment among the group is Zadkiel. The death rays he emits from his oversized magnet inflict multiple hits for high amounts of damage. If a melee ally falls near him, administer a Resurrection Elixir from afar but continue attacking Camael and Raphael until they're gone. No matter how much havoc Zadkiel wreaks, he's nothing without the two magic-users to back him up. When he's alone on the field, have your melee fighters surround him and slice him to ribbons.

Phynal 5F



BOSS HANIEL

HP
140000

WEAK VS.
NONE

ITEM DROP
NONE

MICHAEL

HP
180000

WEAK VS.
WATER (ABSORBS FIRE)

ITEM DROP
FAIRIE TEAR (100%)

Prepare for this confrontation by removing equipment and accessories that decrease elemental defense in any way, and equip as many characters as possible with Sacrificial Dolls or items that raise fire resistance. Also, equip characters with items such as Amulets of Flexibility and Antivenin. This is a battle you must survive instead of win, so defense is the best offense. Ideally, the party should include Rena and three melee fighters to keep both foes tied up simultaneously. However, Leon contributes significantly at level 54 or higher with the Noah spell.

While it would be nice to double-team Haniel and eliminate him quickly, Michael simply cannot go unchecked. Take control of a melee fighter such as Claude and target and barrage Michael with special arts. Claude's Mirror Blade attack works wonders. Consume Blackberries like they're going out of season if necessary to recover MP and keep going. Although Michael's physical attacks are severe, you don't want to see him use his special attacks.

While you fight Michael *mano a mano*, ideally your other two AI fighters will surround and assault Haniel. If not, take control of whichever one needs to move over and make him or her do so manually. Otherwise, Haniel's beam and petrifying attacks will have you too busy curing and resurrecting characters to deal with Michael. Haniel isn't hard to manage if double-teamed, but maintaining that while dealing with Michael is tough.



Phynal 6F



PHYNAL 6F NAVIGATION

1. From the entrance, go through the east door.
2. Go through the north door.
3. Press the middle switch and go east.
4. Press the right switch and go north.
5. Continue north to the treasure room and collect a Medicine Bottle, the Bourro, and a Refreshing Syrup.
6. Go south back to the triple switch. Press the middle one and go west.
7. Press the left switch on the console and go south.
8. Go west through two rooms and press the lone yellow switch.
9. Go east two rooms, then north.
10. Press the middle switch, then go west through two rooms.
11. Press the lone green switch, then go two rooms to the east.
12. Press the left switch, then go north.
13. Go west, then press the right switch.
14. Go west and then north. Press the lone purple switch.
15. Backtrack south and then east and press the left switch.
16. Go east and then south, and press the middle switch.
17. Go east and then south again, and press the lone red switch. The exit is now open.
18. Head north and then west. Press the left switch.
19. Go north and then west. Go north again and press the middle switch.
20. Go east and then north to exit the maze.

HALL OF SWITCHES

The architects of Phynal have thrown a rather complex maze in the heroes' path. Several rooms feature consoles with three switches that manipulate the doors not only in the present room, but in others as well. Treasures are located in the upper-right room. Also, the exit door remains locked unless three individual switches scattered around the maze are pressed. Luckily, random encounters do not occur in this area. To get through the maze in the shortest amount of time possible, follow these numbered steps:

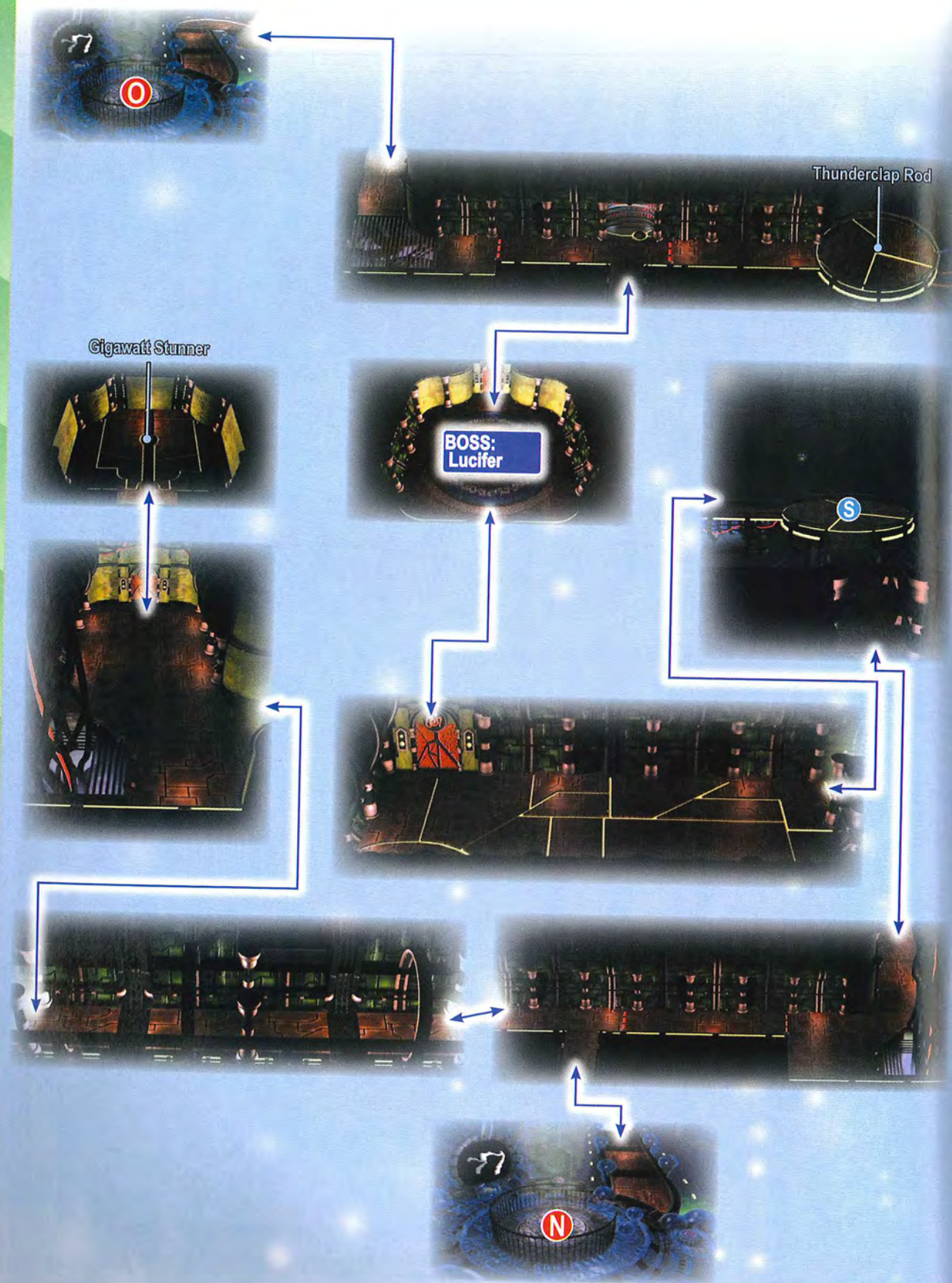


Three-switch clusters control the normal doors within the maze; they can be pressed as often as needed.



Single switches open locked doors within the maze, including the exit. These switches can be pressed only once.

Phynal 7F

BOSS
LUCIFER

HP
300000
WEAK VS.
NONE

WEAK VS.
NONE

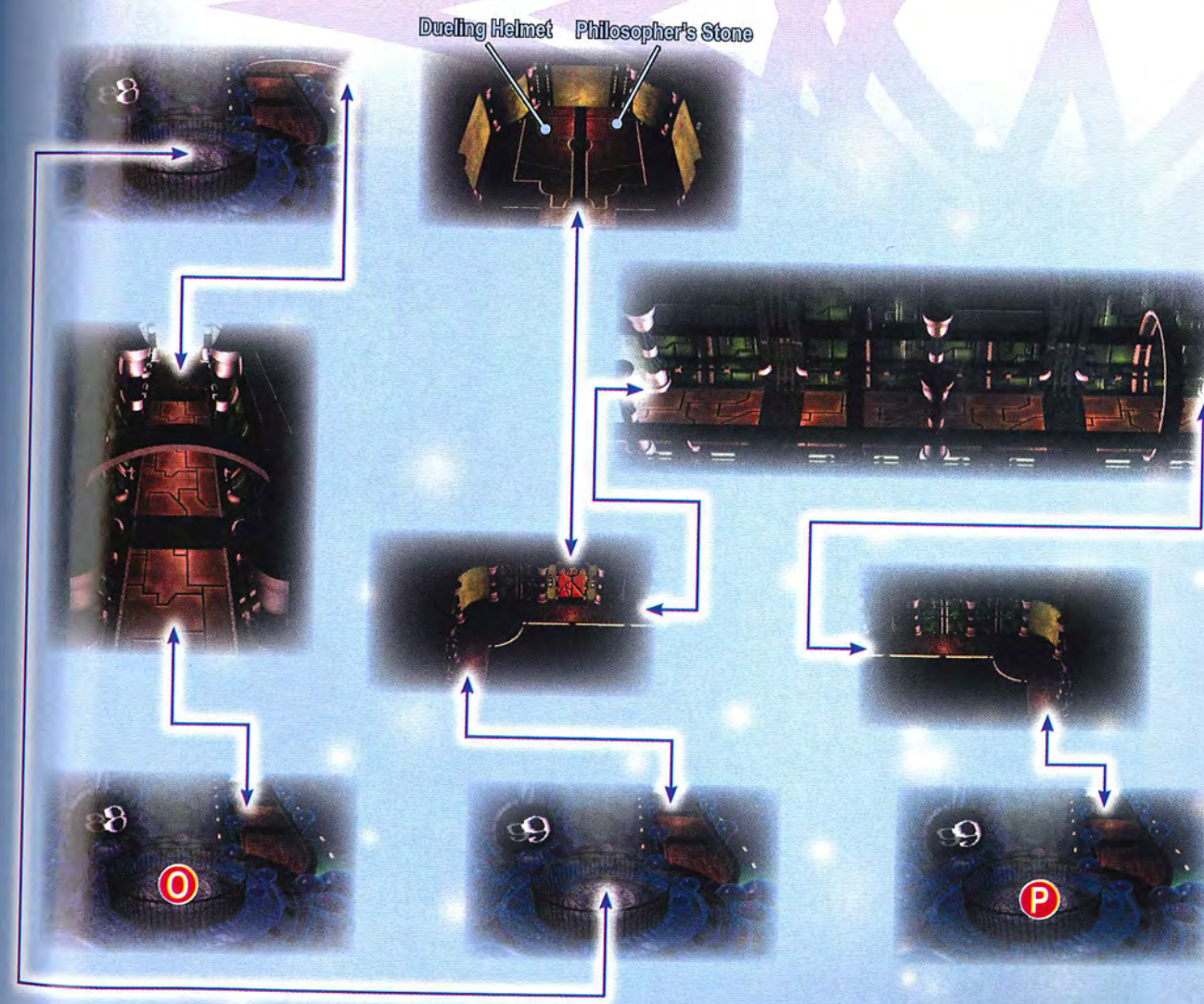
Lucifer typically displays his awesome spell casting ability in the first seconds of the fight.



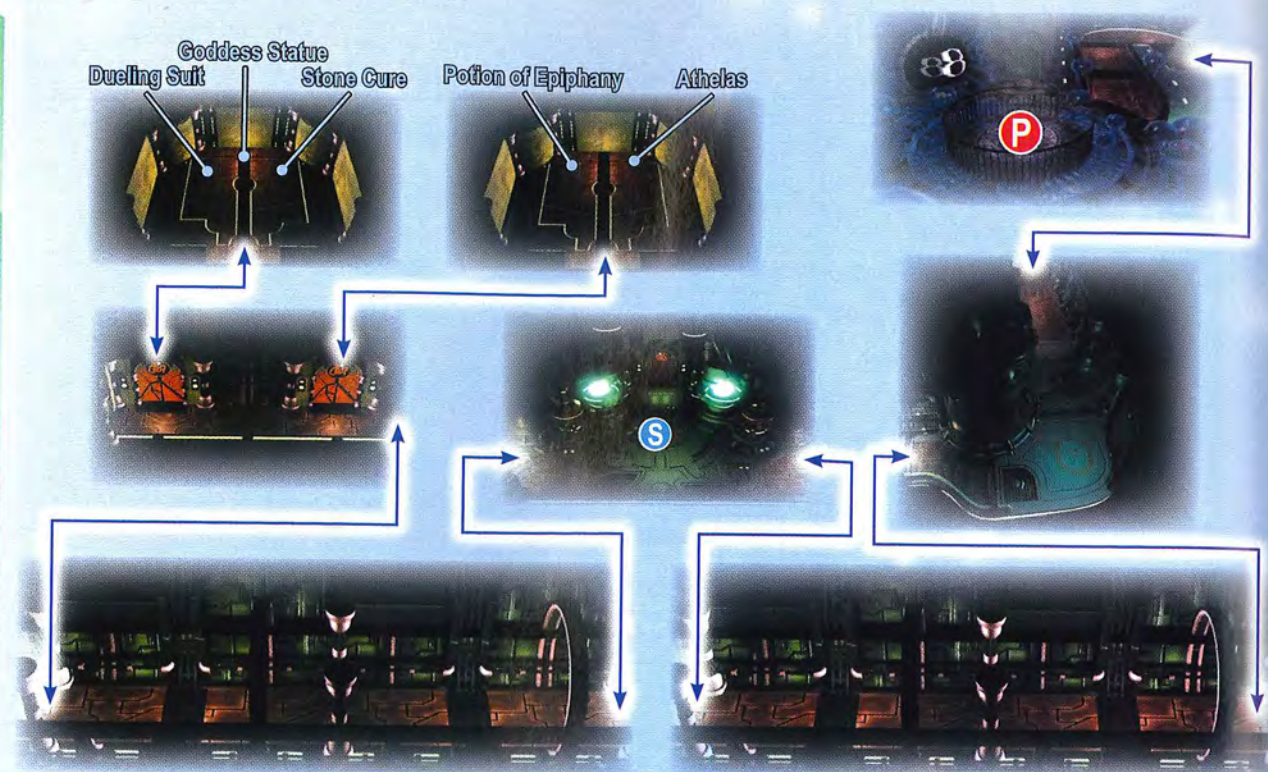
After recovering from the initial hit, preventing him from doing that again is imperative. Crowd the battlefield with melee fighters, if possible. If Opera knows Healing Star, then there's no need for Rena. Normal melee attacks keep Lucifer off balance and prevent him from unleashing his full power. Use jumping abilities to keep up with him while he teleports from point to point. When timed correctly, a melee blow can interrupt his teleport and fasten him to the spot. This is the key to whittling down his HP and winning the battle.



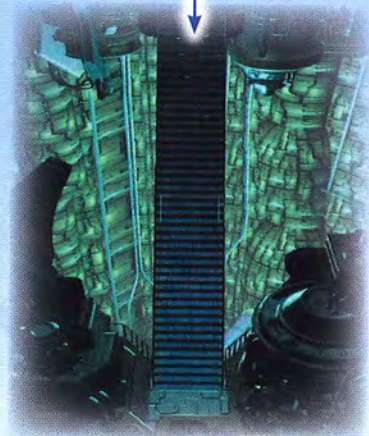
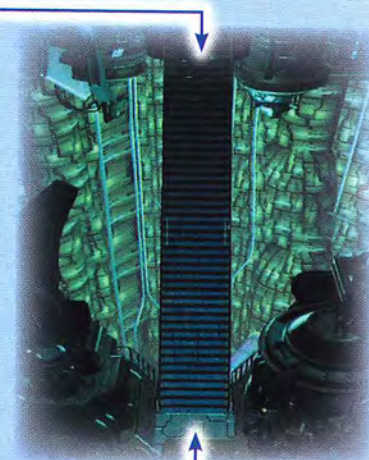
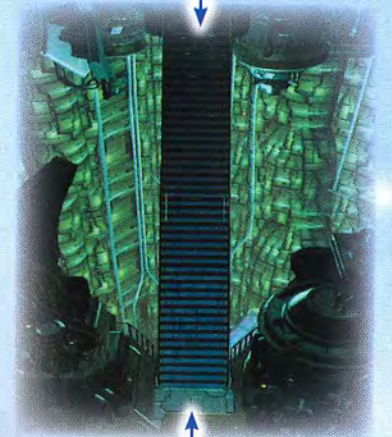
Phynal 8F



Phynal 9F



Phynal Ascension

BOSS
GABRIELHP
500000WEAK VS.
NONEITEM DROP
NONE

AETERNA-L LOVE

Claude's Aterna sword is highly recommended during this battle. With the Aterna in hand, Claude wields a fairly high ATK power and dazes Gabriel frequently.

Note that this strategy applies only to Gabriel's normal encounter. If the two PAs involving Philia in Kurik and Centropolis are viewed, then Gabriel becomes much tougher. Also, defeating Gabriel in his "true" form changes the ending. Details regarding this "Gabriel (Unlimited)" form are contained in Chapter 4: Extra Quests.



Initially, Gabriel isn't too difficult to manage. He's evasive, and can cast a few powerful spells if he moves far enough away. Employ jumping special arts (such as Claude's Helmetbreak and Precis's Jump 'n Thump) to keep up with him. But like the previous bosses, the idea is to pinch him between melee fighters and lay on the hurt. Watch him carefully, however, because he may sidestep your attacks only slightly, then slip away if you go into a combo at the wrong time. He may then begin emitting halos that strike nearby targets with multiple hits and can swiftly KO a character. Again, use jumping special arts to leap over his halos and whack him in the head to make him stop. Administer Resurrection Elixirs to get the incapacitated back on their feet and resume pinching him.



When reduced to 333333 HP or less, Gabriel summons the spirit of Philia, which floats above him for the remainder of the battle. Gabriel now zips around the battleground more fluidly, still emits his purple death waves, and tries to inflict instant death on a single hero. Occasionally, the Philia part emits a high-power wave that inflicts severe damage, but only to long-range targets. Keep an eye on your spell casters and use Resurrection Mists to make them 100% again if they lose consciousness. However, continuing to assault Gabriel with combo special arts prevents most of his attacks. Hit him with Mirror Blade repeatedly to end this!



EXTRA QUESTS

STAR OCEAN: Second Evolution features plenty of enjoyable side quests. Although these have little or nothing to do with the main quest, many of them include fun mini-games that award extra items or prove beneficial to the party in some way.

RUDDLE THE TRAVELER

QUEST SUMMARY

- Begins after the Lacuer Army Contest.
- Ruddle is lost and needs directions to Harley. However, he always misinterprets the directions or gets lost again.
- Dialog choices allow you to guide him in the correct global direction (north, south, east, or west) toward Harley.
- Giving him bad directions sends him to out-of-the-way places and makes him harder to find.
- Requires the purchase of two voyages between Harley and Hilton (30 Fol per party member each way = 120-480 Fol.)
- Receive a Scumbag Slayer for helping him arrive at the Harley Inn.

The Lost Man

Following the Lacuer Armory Contest, a new NPC appears in Salva just west of the jewelry store. His name is Ruddle the Traveler and he needs some help navigating around Expel. Help him reach his destination and you receive a sword that proves useful in the most challenging dungeon of the game. However, purposely sending him to the wrong location can be fun as well. You can also pickpocket him to obtain extra items.



Speak to Ruddle in Salva to learn that he wants to reach Harley. Tell him to "go north." If you go to Harley, though, Ruddle hasn't arrived yet. Go back to Marze and enter the item shop. Ruddle is inside, pestering customers for information. Step in and tell Ruddle that "It's further east of here."



But Ruddle still doesn't make it to Harley! Hire a ship to sail to Hilton and locate Ruddle standing outside the bar. Tell him "You just need to travel by boat again" to send him back to Harley.



Sail back to Harley and enter the inn. Ruddle is in the second room in the west wing. Speak to him to obtain the Scumbag Slayer, a weapon that proves extremely useful inside the Maze of Tribulations.



NORTH CITY LIBRARY CLASSIFIED INFORMATION

QUEST SUMMARY

- Begins when the party reaches North City on Energy Nede.
- Requires the ability to fly back and forth using a Psynard.
- Speak to the Operator in the North City library and view the files to get started.
- Continue the event by speaking to Professor Parel and Director Leifath at Princebridge University, Chisato Madison in the Centropolis City Hall, and the Operator in the North City library.
- No item/reward is received, but a better understanding of the villains' motives is acquired.

Discover the Outer Lip

Upon your first visit to North City, enter the library and speak to the Operator just inside the door. The Operator offers to let you read all the information that the library has relating to the Ten Wise Men and Energy Nede. Read all the files and then try to access the bottom option, "Classified Information." This information is currently encrypted and unavailable, but the party can take steps to decrypt the information and read the secret files. Continue to follow the main scenario.



Exit the Centropolis and reenter, or initiate another Private Action if necessary. Speak to Chisato again at the Nede Times to learn what she has uncovered.

Firewall Breach



Return to the North City library, speak to the Operator again, and view the classified information. The Operator soon returns and offers four new options. Choose any of them to find out that the information cannot be accessed from within the library, which is behind a safety firewall.

After visiting the Symbolological Weapons Laboratory, fly back to Princebridge and speak to Director Leifath once again. When presented an option, choose "That's actually us" and "Tell him" the password uncovered at the Symbolological Weapons Laboratory. Speak to him again and he offers to let you view the first two topics: "Project Proposal" and "Research Report." Read all the files within each topic. Afterward, Director Leifath's computer gets locked out again.



The Decoder

Head to the east side of the university and enter the president's office on the first floor. Speak to Professor Parel to obtain Pandora's Box.



Inquire with Inquisitive Words



Later, when you visit Princebridge, enter the room at the western end of the second floor and speak to Director Leifath. He tells you about his research and

the North City library. This sounds like it warrants some further investigation. Go to the room on the eastern end of the first floor and speak to Professor Parel. He seems to think the director is up to something. Speak to Director Leifath again to learn about his attempts to hack into the North City library. He claims to need a Centropolis insider who can help him decrypt the information.

Someone with Centropolis Connections

Enter the Centropolis and find Chisato at the Nede Times on the third floor. If Chisato is in your party, you must initiate the Private Action at the Centropolis to make her appear. If she is not in your party, you may need to trigger additional scenes relating to her recruitment. If so, trigger these scenes, return to the city, and then speak to her. Regardless of her relationship with the party, she agrees to look into it but says that it will take some time.



Return to Director Leifath and give him Pandora's Box. He says he can decrypt the remaining files, but the process will take time. Make time pass by exiting town, initiating

a Private Action, exiting again, and then speaking to Director Leifath once more. The "Incident Report" and "Post Fact Report" can now be read. At last, you finally know the true origins of the Ten Wise Men!

FUN CITY BUNNY RACE

QUEST SUMMARY

- Begins when the party enters Fun City for the first time.
- Requires the ability to fly to Fun City using a Psynard.
- Purchase admission tickets for 1000 Fol each by speaking to the bunny near the track entrance.
- Bet on a first place winner and a second place winner by choosing the numbers of two bunnies, such as "1-2," "3-2," "4-1," and so on.
- Can view a short description of each bunny prior to the race.
- Correctly choosing the first and second place winners awards a prize as determined by the list displayed prior to the race.

Hop Around the Track!

The doorway at the north end of Fun City leads to the Bunny Race. Speak to the receptionist on the far left side of the screen to learn what Bunny Races are all about. The bunny standing by the door sells tickets for 1000 Fol apiece. Up to eight tickets can be owned at a time. Also, the shady character standing by the door sells tips on who's going to win for 220 Fol. This huckster is looking to rip off people, so don't bother!

After buying some tickets and entering the track, the game offers to show the bunnies prior to the race. The strengths and weaknesses of the



four bunnies are listed. You can use this information to determine who will win. You must choose the first place winner as well as the runner-up in order to place a bet.

The outcome of the Bunny Race is predetermined by random chance after placing your bet. It's best to bet on the prize that you want rather than the actual bunnies. Try to win big prizes like a Luxury Grape Juice (hang on to it and sell it later for lots of Fol), Bunny Shoes, extra Faerie Elixirs, or 50000 Fol. Otherwise, you should treat the Bunny Race as a fun pastime when you have extra Fol.



FUN CITY COOKING MASTER

QUEST SUMMARY

- Begins when the party enters Fun City for the first time.
- Requires the ability to fly to Fun City using a Psynard.
- Purchase contestant admission for 1000 Fol by speaking to the receptionist inside the Cooking Master foyer.
- Choose any recruited character to participate. Victory calls for a character with the Taste talent and Lv10 Cooking specialty. Equip this character with a Keen Kitchen Knife for greater success.
- Use the ingredients supplied to make dishes as quickly as possible.
- The "Pressure" system makes your character more likely to fail during creation when the Pressure score is high. Creating tasty dishes or taking more ingredients from the supply lowers the Pressure score; failing in cooking causes the Pressure score to rise.
- There is a 5-minute time limit.
- The judge determines the winner based on your number of successes versus failures and assigns your opponent's score appropriately.
- Prizes include sets of ingredients based on the type of food cooked.

Cook Your Heart Out!

The Cooking Master contest is held inside a studio at the eastern end of Fun City. The objective is to cook more successful dishes than your opponent does within five minutes. The winner receives a set of ingredients similar to the ones used in the contest. Registration is 1000 Fol per contest and any party member can compete. Choose a character with the Taste talent and a Cooking specialty at level 10 and equip this character with a Keen Kitchen Knife for even greater success.




FOOD TYPES




Yarma the Demon Food God judges the contest. He randomly determines the type of food to be cooked: Vegetable, Seafood, Dessert, Slime, Meat, or Full Course. The type of food to be cooked determines the ingredients offered, as well as the prizes obtained.

KITCHEN LAYOUT

The player character starts in his or her kitchen area. The character must be standing in this area in order to cook. While standing in the kitchen, press the  button to open the Cooking screen. This Cooking screen is unique to the contest, with the timer and the Pressure meter displayed in the lower-left corner.



An oversized pile of food is located in the center of the studio. You may leave your kitchen area, approach the food, and obtain more ingredients by pressing the  button. However, you cannot open the Cooking screen while standing outside of your kitchen area.



CHOICE OF INGREDIENTS



Successful cooking results in points for the player. The ingredient used determines the amount of points scored. Common ingredients score lower than rare ingredients. An easy way to distinguish between a common ingredient and a rare one is to open the Cooking screen and look at what the game has already supplied. For instance, in the seafood cook-off, the game supplies your character with 20 Seafood, 1 Marenne Oyster, and 0-2 Top-Quality Tuna. Top-Quality Tuna and Marenne Oysters are obviously rare in supply. Thus, successful use of either will score higher than using common Seafood. However, the chance of successfully using rare items is much lower. Understand also that this scoring system makes winning difficult during the dessert or slime competitions, since the ingredients are not as rare.

THE PRESSURE SYSTEM

The chance of successfully creating a dish is inversely proportional to the "Pressure" score. Displayed in the lower-left corner of the screen, a high Pressure score means that your cooking is more likely to fail. The player decreases Pressure through successful cooking, or by grabbing rare ingredients from the supply in the center.

The Pressure score is high when the contest begins, with your choice of contestant being the determining factor. For instance, Celine has a chance of starting with a much lower Pressure (at 70-100) compared to Leon, who starts at 90-100. Although the following table shows that Welch starts

Starting Pressure by Character	
CHARACTER	STARTING RANGE
Claude	50-100
Rena	100
Celine	70-100
Dias	40-60
Ashton	100
Precis	40-50
Bowman	60-90
Opera	30-50
Ernest	40-80
Leon	90-100
Noel	60-90
Chisato	50-60
Welch	20-50

with the lowest possible Pressure (at 20-50), bear in mind that her chances of knowing or learning the Taste talent are extremely slim. Without Taste, her chances of success in Cooking Master are worse than Celine's or Leon's. You can also decrease the starting pressure by five points for every skill level purchased in the Courage skill, minimizing the effect starting pressure has on your chance for success.

General Strategy

Use the Cooking Master Ingredient Usage Chart in this section to plan your strategy for each match. The statistics indicate which ingredients are easier to cook, which ones score higher, and how these ingredients affect the Pressure meter.

Basically, your character starts with a high Pressure score and little chance of success. The first obstacle is lowering the Pressure. Most of the time, the easiest solution is to run immediately to the center and start grabbing more ingredients. Pulling rare ingredients from the supply point lowers Pressure. Next, lower the Pressure even further by cooking ingredients with the greatest chance of success. In the seafood contest, for instance, you can lower the Pressure score by repeatedly cooking Seafood.

Continue cooking common ingredients until the Pressure is between 0 and 10. Then, try to cook rare ingredients to boost your score. When failures boost the Pressure to more than 15, cook more common ingredients until the Pressure drops back down.

Do not waste time cooking all your ingredients. When there are no more rare ingredients, run back to the supply pile and grab more. Your opponents are good chefs and victory requires you to cook with as many rare ingredients as possible, preferably 13 or more.

Cook-off Table Key	
COLUMN	INTERPRETATION
Supply	Shows how many items you can expect to find in your inventory at the contest start.
Chance	Percentage chance of obtaining a particular ingredient from the central supply pile.
Qty	Quantity received when a particular ingredient is obtained from the central supply pile.
Restock	Pressure points subtracted for obtaining the item from the central supply pile.
Success	Pressure points subtracted for each successful attempt.
Failure	Pressure points added for each failed attempt.



Cooking Master Ingredient Usage Chart

COOK-OFF	INGREDIENT	SUPPLY	CHANCE	QTY	RESTOCK	SUCCESS	FAILURE
Vegetable	Vegetables	10	50%	1-3	0	-1 to -3	+1
	Grains	10	30%	5-8	0	-5 to -7	+3
	Organic Vegetables	0-2	15%	1-3	-20	-10	+1 to +12
	Magic Rice	0-1	5%	1-3	-8	-20	+1 to +25
Seafood	Seafood	20	80%	2-4	0	-5	+1
	Marenne Oysters	1	5%	4-7	-30	-20	+10
	Top-Quality Tuna	0-2	15%	1-3	-15	-15	+3 to +7
Dessert	Fruit	10	70%	3-5	0	-5 to -8	+3
	Sweet Fruit	1-4	30%	1-4	-15	-5 to -8	+1 to +4
Slime	Gelatinous Slime	5-10	70%	2-4	0	-1 to -6	+1
	Wobbly Slime	1-3	30%	1-3	-6	-1 to -20	+5 to +10
Meat	Meat	1-10	40%	1-3	0	-1 to -10	+2
	Eggs and Dairy	5-10	30%	5-8	0	-6	+2
	Creamy Cheese	0-3	20%	1-3	-8	-10	+1 to +4
	Sirloin	0-3	10%	1-3	-20	-20	+5 to +7
Full Course	Vegetables	3-6	10%	2-4	0	-1 to -3	+1
	Grains	3-6	10%	2-4	0	-5 to -7	+3
	Organic Vegetables	0-2	5%	2-4	-5	-10	+1 to +12
	Magic Rice	1-3	5%	1-3	-6	-20	+1 to +25
	Seafood	3-6	10%	2-4	0	-5	+1
	Marenne Oysters	0-1	1%	5-12	-50	-20	+10
	Top-Quality Tuna	1-3	5%	1-3	-8	-15	+3 to +7
	Fruit	3-6	10%	4-8	0	-5 to -8	+3
	Sweet Fruit	2-4	10%	2-4	-5	-5 to -8	+1 to +4
	Meat	3-6	10%	2-4	0	-1 to -10	+2
	Eggs and Dairy	5-8	10%	5-8	0	-6	+2
	Creamy Cheese	0-3	9%	1-3	-5	-10	+1 to +4
	Sirloin	0-1	5%	1-3	-10	-20	+5 to +7

Cooking Master Prizes

CATEGORY	PRIZES
Veggie Cook-off	10 Vegetables, 10 Grain, 1 Magic Rice, 2 Organic Vegetables
Seafood Cook-off	20 Seafood, 1 Marenne Oysters, 2 Top-Quality Tuna
Dessert Cook-off	10 Fruit, 4 Sweet Fruit
Slime Cook-off	10 Gelatinous Slime, 3 Wobbly Slime
Meat Cook-off	10 Meat, 10 Eggs and Dairy, 3 Creamy Cheese, 3 Sirloin
Full-Course	6 Meat, 6 Seafood, 6 Vegetables, 6 Fruit, 8 Eggs and Dairy, 1 Sirloin, 2 Organic Vegetables, 4 Sweet Fruit, 1 Marenne Oysters, 3 Creamy Cheese, 3 Magic Rice, 3 Top-Quality Tuna

FUN CITY BATTLE ARENA

QUEST SUMMARY

- Begins when the party enters Fun City for the first time.
- Requires the ability to fly to Fun City using a Psynard.
- Purchase contestant admission for 2000 Fol by speaking to the receptionist at the desk in the arena lobby.
- Choose from Duel Battle, Group Battle, Team Battle, or Survival Battle.
- Individual characters battle against individual monsters or monster groups.
- Party members defeated in battle can rest and recover in the waiting room for free.
- The rank chosen determines the difficulty of monsters faced as well as the prizes received. The choice of character can also affect prizes.

Prove Your Mettle

The Lacuer Armory Contest was but a warm-up for the challenge awaiting the party in the Fun City Battle Arena! For an admission fee of 2000 Fol, party members can compete individually against various monsters from both Expel and Energy Nede. A wide variety of prizes is available in each mode.



Duel Battle

Duel Battle pits the character of your choice against a series of lone enemies. The character must survive four rounds to win. By this late point in the game, ranks E through B may seem hardly worth your time; however, the Rank D prizes for Rena, Celine, Leon, and Noel are extremely useful in Crafting and Customization. Victory in Rank A rewards your characters with individualized weapons!



Duel Battle Prizes Ranks E-B (Rena, Celine, Leon, and Noel)

RANK	PRIZES
E	Froghead x5
D	Orichalcum, Star Ruby, Damascus, Meteorite, Mithril, Moonstone, Rune Metal
C	Rose de Mai, Lime Cooler, Cola, Fire in the Sky, Crazy Cow
B	Magic Gumdrop

Duel Battle Prizes Ranks E-B (all other characters)

RANK	PRIZES
E	Hammer Charm
D	Assault Bomb, 4-way Bomb, Nuclear Bomb, Flare Bomb, Defense Bomb
C	Sunset Island, Peking Duck, Swallow's Nest Soup, Shark Fin Dumplings
B	Moon Tiara

Rank A Prizes by Character

CHARACTER	PRIZE
Claude	Famed Sword Veinslay
Rena	Fellpool Nails
Celine	Rod of Jabbering
Ashton	Devil's Horns
Precis	Megawatt Puncher
Opera	Energy Clip
Bowman	Burst of Fire
Ernest	Cat o' Nine Tails
Dias	Chrome Nightmare
Leon	Tome of Wisdom
Noel	Death Fang
Chisato	Air Gun
Welch	Violent Handy Stick



Group Battle

Group Battle pits a party member of your choice against groups of enemies. The character must survive three rounds to win. The prizes consist of Fol and skill points for the chosen party member.



Group Battle Prizes by Rank

RANK	FOL	SP
F	1000	2
E	5000	5
D	10000	15
C	20000	30
B	40000	50
A	80000	100

Team Battle

Team Battle consists of five one-on-one battles between party members and monsters. You must assign five members of your party to five ranks that fight in the following order: Sergeant, Lieutenant, Captain, Major, and General. Although each party member can occupy more than one role, a single character cannot be chosen for two consecutive ranks. For example, if Claude is chosen as Sergeant, he cannot be given the role of Lieutenant, but he can be assigned the role of Captain. The battles proceed in difficulty from easiest to hardest, so assign

Team Battle Prizes by Rank

RANK	PRIZE
F	Purple Amulet
E	Breeze Earring
D	Magic Cross
C	Dream Crown
B	Light Cross
A	Star Guard

stronger characters to higher ranks. If one party member falls, the contest moves on to the next battle; keep in mind, you must win three out of five battles to claim victory.



Survival Battle

Survival Battle mode pits a single character against one enemy after another in 50 rounds of combat. The enemies generally increase in difficulty with each round. Most characters having reached this point in the game should be able to get to round 30 without much of a problem, but then the difficulty sets in! Surviving all 50 rounds of combat bestows the champ with the **Fortune's Bracelet**, a remarkable accessory that drops items as the party moves.



ROUND	ENEMY
1	Lizard Axman
2	Armored Knight
3	Slime
4	Bugbear
5	Garuda Eagle
6	Gerel
7	Scylla
8	Slime Pool
9	Black Balloon
10	Savant
11	Mandrake
12	Salamander
13	Black Slime
14	Frost Lizard
15	Hellhound
16	Peryton
17	Magic Defender
18	Fenrir Beast
19	Dark Crusader
20	Otjph
21	Magic Defender
22	Sunbreaker
23	Erikodus
24	Mirre 64
25	Thieving Scum

ROUND	ENEMY
26	Quidonya
27	Takikodus
28	River Slug
29	Wizard
30	Medusa Lizard
31	Phantom Phoenix
32	Phantom Knight
33	Enchantress
34	Hunter Slime
35	Giant
36	Blood Gerel
37	Jabberwabbit
38	Lady Chimera
39	Greater Goathead
40	Dragon Axman
41	Thieving Scum LV99
42	Ultimate Avenger
43	Magus
44	Crimson Beast
45	Star Protector
46	Vile Hound
47	Cockatrice King
48	Mirre 128
49	Manic Gunner
50	Hell Savant

VR EXPEL

QUEST SUMMARY

- The party can return to Expel.
- Must save at the final Save Point on Phynal 8F. The game save icon will be a light blue color instead of black.
- Enter the Fun City battle arena and find the Strange Old Man on the northwest side. Tell him you want to visit Expel.
- When you want to return, go to Arlia and speak to the small blue creature that appears in the corral beside the item shop. Select the option "Dumdum...you're an idiot!" to return to Energy Nede.
- While in Expel, the party has the use of a Psynard.

You Can Always Go Home

Late in the game, the party can return to a virtual reality version of Expel. After saving your game at the Save Point on level 8F of Phynal, exit the tower and return to L'Aqua. Fly to Fun City and enter the Battle Arena. Head around the west side of the arena and look for an elderly person wearing green at the back of the stands. Speak to this person to enter a VR version of Expel.



VR Expel isn't a perfect clone of the hero's home world. For instance, inside the newlywed's home on the west side of town, there's a new addition. Other NPCs

are missing from various towns and locations.

Try stopping by the publisher in Lacuer City. Any books you sold him before departing for Energy Nede have probably accumulated several million Fol in royalties!



As the party returns to Arlia, a strange new creature wanders inside the gated area behind the item shop. To return to Energy Nede, speak to this strange creature and select the option "Dumdum...you're an idiot!"

Return to the top floor of Eluria Tower. A chest partially hidden behind the Sorcery Globe contains a **Smooth Crystal**. Have Welch use the Crafting specialty to turn this item into a Symbol of the Gods. Use this item on Welch to teach her "Nibelungaling!"



With a Psynard, the party can now travel to the small desert island in the southwest corner of Expel. Enter the pyramid there if you wish to take on the ultra-difficult Maze of Tribulations.



MAZE OF TRIBULATIONS

QUEST SUMMARY

- The Maze of Tribulations is located in VR Expel. Use the methods explained previously to return there.
- Fly on a Psynard to the desert continent in the southwest corner of VR Expel. Land and enter the small pyramid to explore the Maze.
- This stage is quite challenging and not part of the main quest. It contains 13 levels of insanely tough monsters.
- Random encounters are more difficult in the Maze than anywhere else in the game. If these encounters prove too time-consuming, you can save exploring the more out-of-the-way portions of the Maze until after defeating the final boss found on level B13. After doing so, the Maze will be free of all monster encounters and you can loot any unopened treasure chests with ease. However, be warned that clearing the Maze will eliminate the best leveling area in the game.

ENEMY DATA

Enchantress

HP 14500 WEAK VS. None
DROP None



Grim Wing

HP 30000 WEAK VS. None
DROP None



Living Armor

HP 11800 WEAK VS. None
DROP None



Phantom Knight

HP 23000 WEAK VS. None
DROP None



BOSS DARK ENCHANTRESS

HP 160000
WEAK VS. NONE
ITEM DROP NONE

PHANTOM KNIGHT (X2)

HP 23000
WEAK VS. NONE
ITEM DROP NONE

The Maze doesn't start off too badly and the first boss battle may lead to a false sense of security. The Enchantress turns people to Stone in melee combat, but her spells take too long to cast and her status ailment only affects the individuals she attacks directly. It takes her too long to go after additional targets, so a single healer can stay ahead of her.

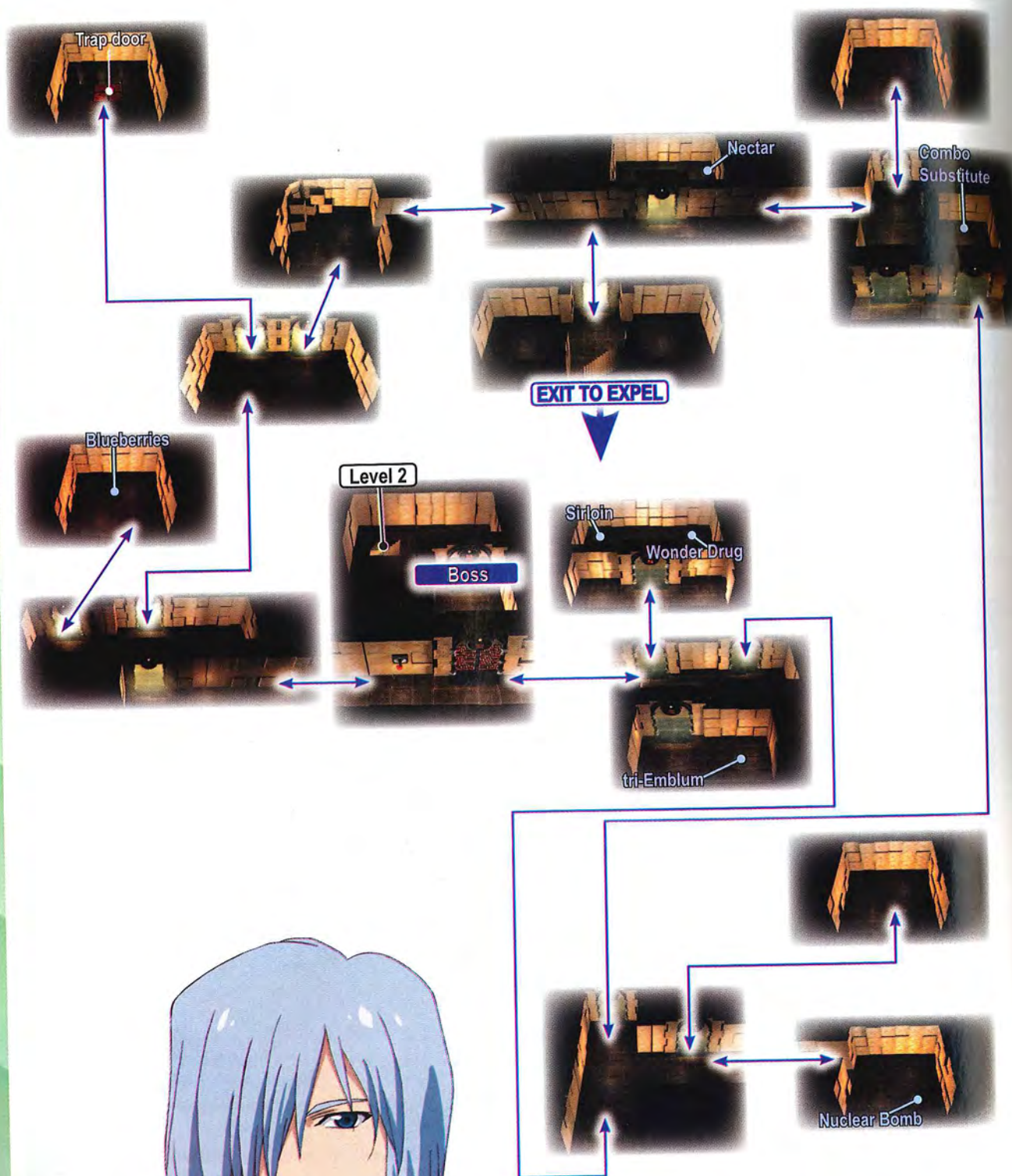
Have your main character tie up the Enchantress while the remainder of the party beats down the feeble Phantom Knights. For winning this fight, the party receives a pair of Bunny Shoes. If this is your second pair, consider putting them on your healer. Even though your healer doesn't move as often as melee characters, it's very important that your healer move quickly and efficiently when threatened.

Work Your Way In

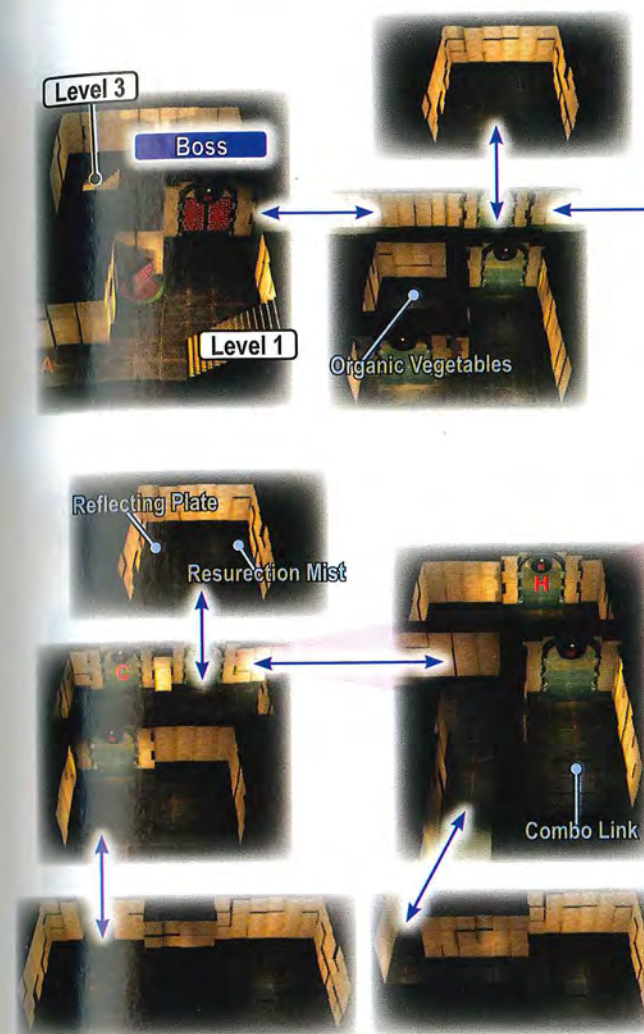
Explore and loot the chests to your heart's content. The left side of the dungeon has a series of red panels on the floor. Stepping on the loose stones behind these causes the floor to break, dropping the party to level B9. This is a great shortcut, but once you fall through you will find yourself in the middle of a very difficult dungeon. Therefore, it's best to stay away from this area unless you've reached level B9 legitimately on a previous expedition.



Maze of Tribulations B1



Maze of Tribulations B2



ENEMY DATA

Cave Stingray

HP 18000 WEAK VS. None
DROP None

Giant

HP 29000 WEAK VS. None
DROP None

Hunter Slime

HP 20000 WEAK VS. None
DROP None

Phantom Axman

HP 23500 WEAK VS. None
DROP None

FREE COMBO LINK

Press the button to search the ground between Milena and Luke to find a hidden Combo Link.

The Looking Statues

The second level can't be passed quite as quickly as the first. A story is written on the wall near the level entrance, providing a hint about the puzzle in level 2. The goal is to turn each statue to face the person mentioned on the tablet. See the answers that follow if you want to skip the process and get the puzzle done quickly.

Turn the Statues

STATUE	TURN TO FACE
Milena	South
Luke	North
Yuffie	South
Lloyd	East
Cistina	South
Felia	East
Sharon	West

BOSS BLOOD GEREL

HP 60000

WEAK VS. NONE

ITEM/DROP NONE

HUNTER SLIME (X4)

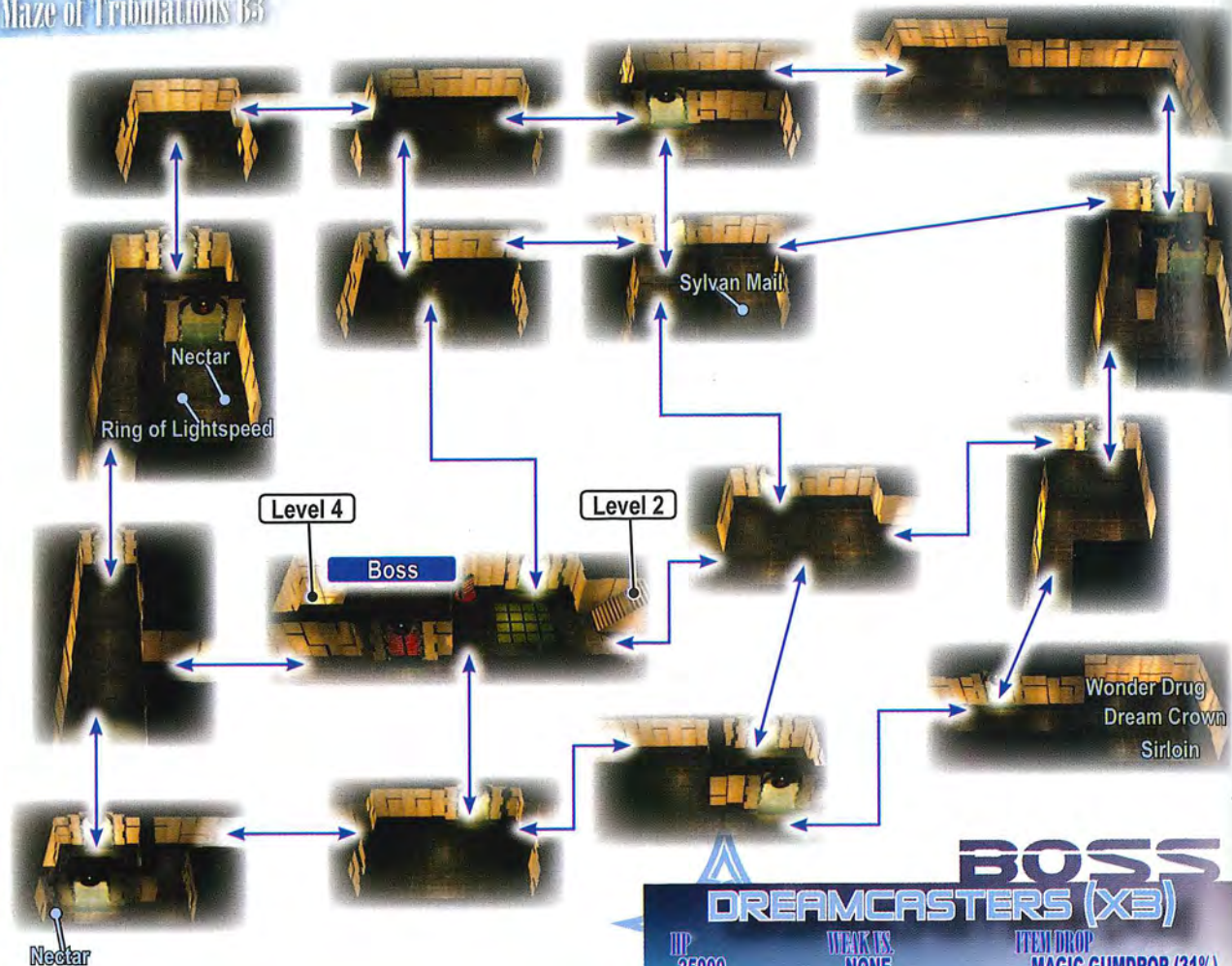
HP 20000

WEAK VS. NONE

ITEM/DROP NONE

This fight isn't much harder than a random encounter from the same floor. The Hunter Slimes are very weak and even the Blood Gerel has such low health that he won't survive more than a few attacks. After the fight, take your first Seraphic Garb. It's amazing armor with high stat bonuses, light and fire resistance, and serious defense. It's great healer armor and is arguably better for a melee character than the Battle Suit (which you might not even have yet, depending on several factors).

Maze of Tribulations B3



ENEMY DATA

Blood Gerel

HP 60000 WEAK VS. None
DROP None

Enchantress

HP 14500 WEAK VS. None
DROP None

Lesser Devil

HP 21200 WEAK VS. None
DROP None

Phantom Goathead

HP 24600 WEAK VS. None
DROP None

BOSS

DREAMCASTERS (x3)

HP 35000 WEAK VS. NONE ITEM DROP MAGIC GUMDROP (31%)

This fight is all about burst damage and quality healing. The three Dreamcasters can completely stop time around your party. While frozen, you can't do anything to stop the monsters from wailing on your hapless characters! The damage from these hits will really add up.

Have a healer at the ready (and don't be shy about bringing a second character who can heal into the fray, if you have one). Letting Rena and Opera heal, or having Rena and Noel together, can be quite effective.

Your damage dealers need to target a single Dreamcaster and bring it down before the second time stop hits. This won't require you to do much damage, but the targeting must be quick. Don't hit a Dreamcaster that your other characters aren't attacking; instead, focus your attacks and secure the victory.

Two Dreamcasters aren't a strong threat, and a single one is even easier. Survive the first half of this fight and you've won the day! Use an Experience Card to extend your victory.

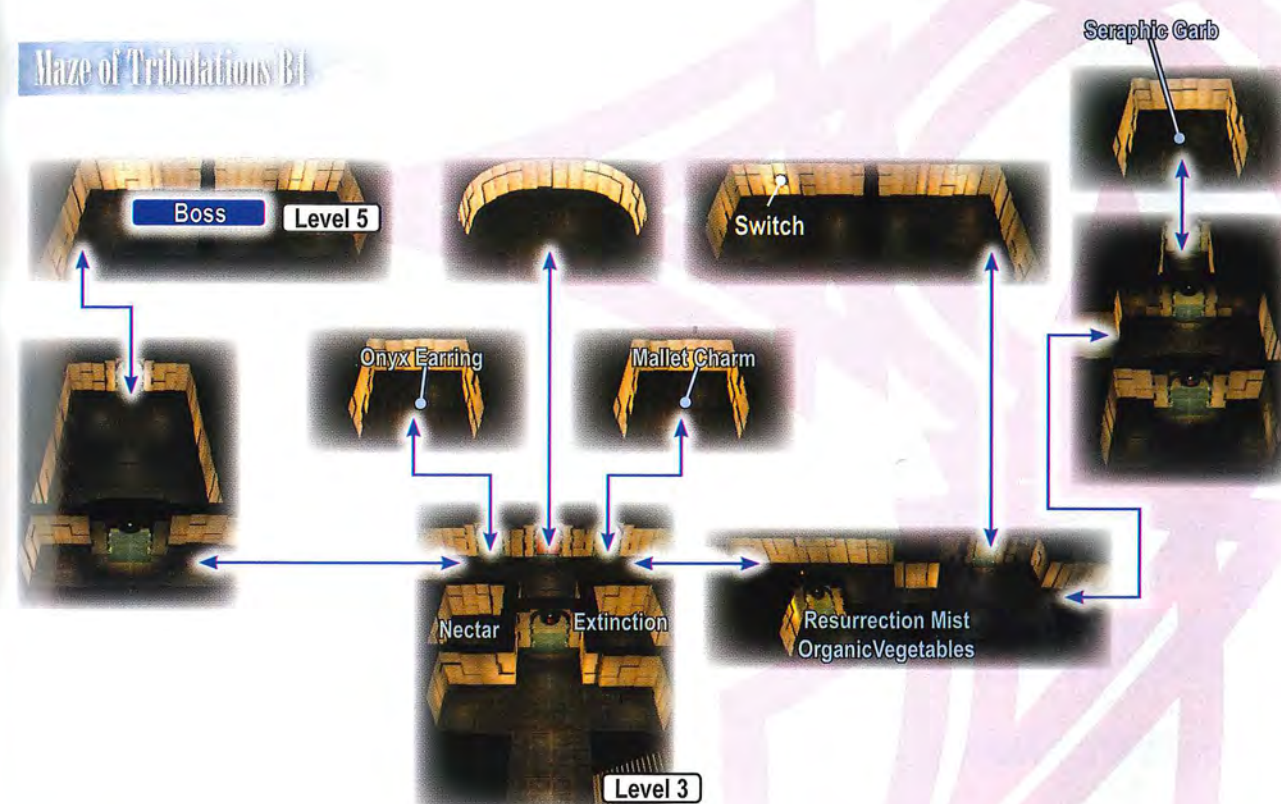
TRICKY NAVIGATION

This is a good time to retreat and leave the dungeon. Each puzzle stays in its completed state even if you leave the Maze. It doesn't take nearly as long to leave and come back as it does to get down a few floors. Thus, it's wise to save after defeating every two or three bosses. Otherwise, you stand to lose a lot of time and effort if your party falls during one of these attempts. Beyond that, the time spent leaving and returning provides a chance to earn even more EXP (and you want to reach level 255 to beat Gabriel's unlimited form, triggered by completing PA Centropolis12).

Much like level 2, there is a trick to beating this floor. To continue onto the next floor, pass through every room on this level without going through the same room twice. The directions that follow reveal a fast way to do this while scooping up all of the treasure.

B3 Directions: Up two rooms; Left; Down three rooms; Right three rooms; Up four rooms; Left; Down; Down; Left

Maze of Tribulations B4



ENEMY DATA

Hunter Slime

HP 20000 WEAK VS. None
DROP None

Jabberwabbit

HP 37000 WEAK VS. None
DROP None

FALSE SURFACES

There isn't a major puzzle to defeat on this floor. Instead, there are illusionary walls at several points in the level. Look for walls that block off treasure or critical areas and move your character into them to pass through. A short series of chimes indicates that you've succeeded (plus, you can see your character walk through the wall). There is a switch on the upper-right side of this level; pull it to unlock the main door.

THE LADY OF THE DANCE

One strange event occurs when your party takes the central door, located on the northern part of the main room. A great spirit lives there and she wants to hear a talented musician play. Have a character with extremely high Music perform for the Lady of the Dance. If you please her, the Lady of the Dance hands over the **Mystical Shamisen** for your performance (this requires level 10 in Music). You can try as many times as you like until someone succeeds. The door on the left side leads to the next boss.

Maze of Tribulations B5

ENEMY DATA

Dragon Axman

HP 26550 WEAK VS. None
DROP None

Greater Goathead

HP 29700 WEAK VS. None
DROP None

Grim Stingray

HP 22000 WEAK VS. None
DROP None

Lady Chimera

HP 27500 WEAK VS. None
DROP None

Mighty Ape

HP 30000 WEAK VS. None
DROP None

BOSS
PHANTOM SALAMANDER

HP 841200 WEAK VS. NONE ITEM DROP NONE

Have the party member with the Phantom Slayer hit the enemy a single time. That's it. Done! You receive the Orb of Fire. Take the Orb to the lower-right side of the level and unlock the stairs.

BOSS
MIRRE 32

HP 190000 WEAK VS. NONE (STRONG VS. ALL) ITEM DROP NONE

Mirre 32 is alone, has only moderate health for this stage in the game, and doesn't hit very hard. A full-on rush should clear him out without any difficulties.

Bring a healer to deal with status effects, just in case Mirre 32 breaks out of your daze attacks and counters. Otherwise, this is a simple match. You don't get any treasure for winning this fight, but you do get to head down to level 5 of the dungeon.

AMAZING ADVENTURER PUFFY

Walk north on this dungeon level and you are soon accosted by another adventurer. First, your party has to guess her name (it's "Puffy"). There aren't any consequences for guessing incorrectly.

Puffy then asks what you associate with pretty ladies. Acne? Surgery? Beasts, maybe? The correct answer this time is "Beasts." As before, it doesn't matter whether you guess correctly or not.

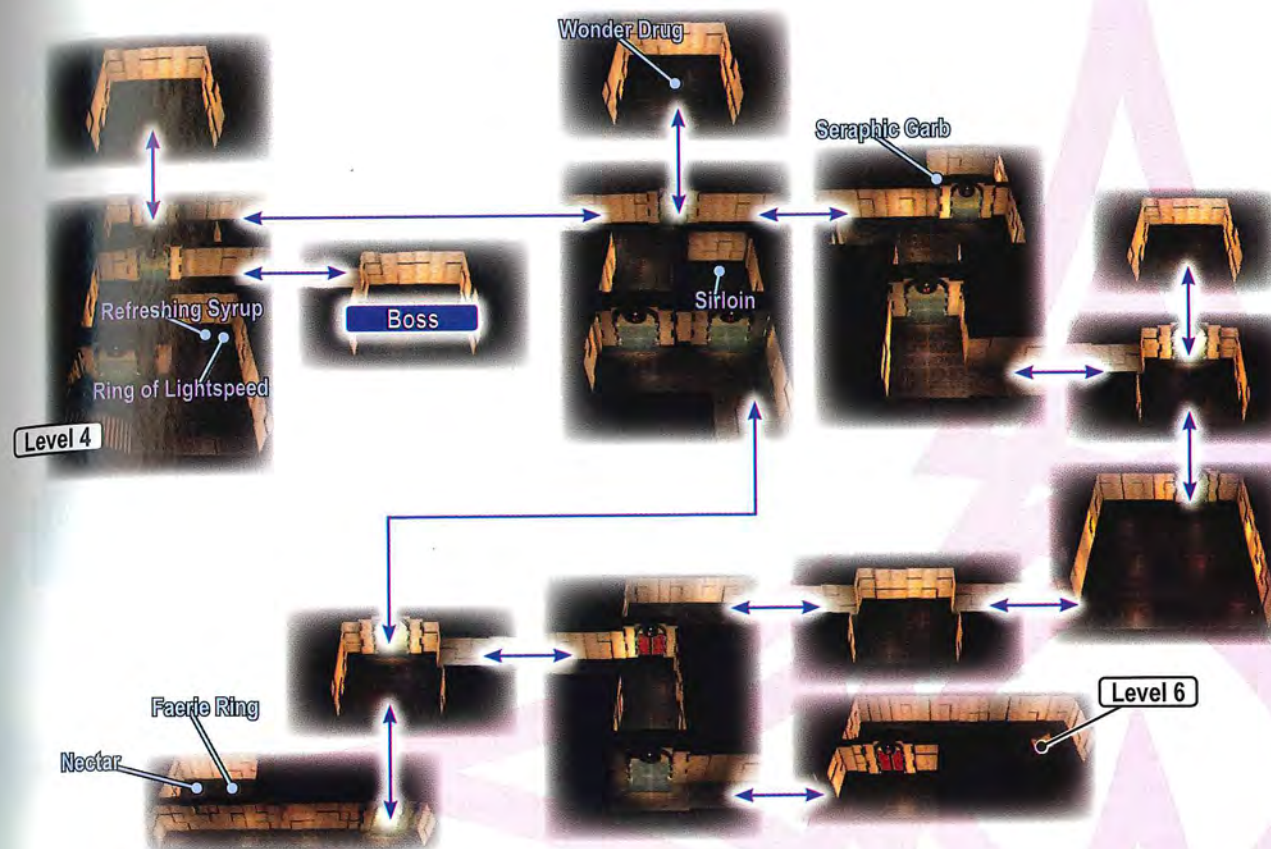
No matter how the conversation goes, Puffy summons a huge beast. If you can defeat this monster, then you can take the **Orb of Fire** you receive to the lower-right side of the level, unlock the stairs, and continue further on into the Maze. However, this fight will likely prove too difficult and it is highly recommended that you simply run away as soon as the battle begins, if for no other reason than to pick up a unique weapon in the ensuing events. Puffy doesn't mind this; she feels like she's proven a point anyway.

PUFFY'S REWARD

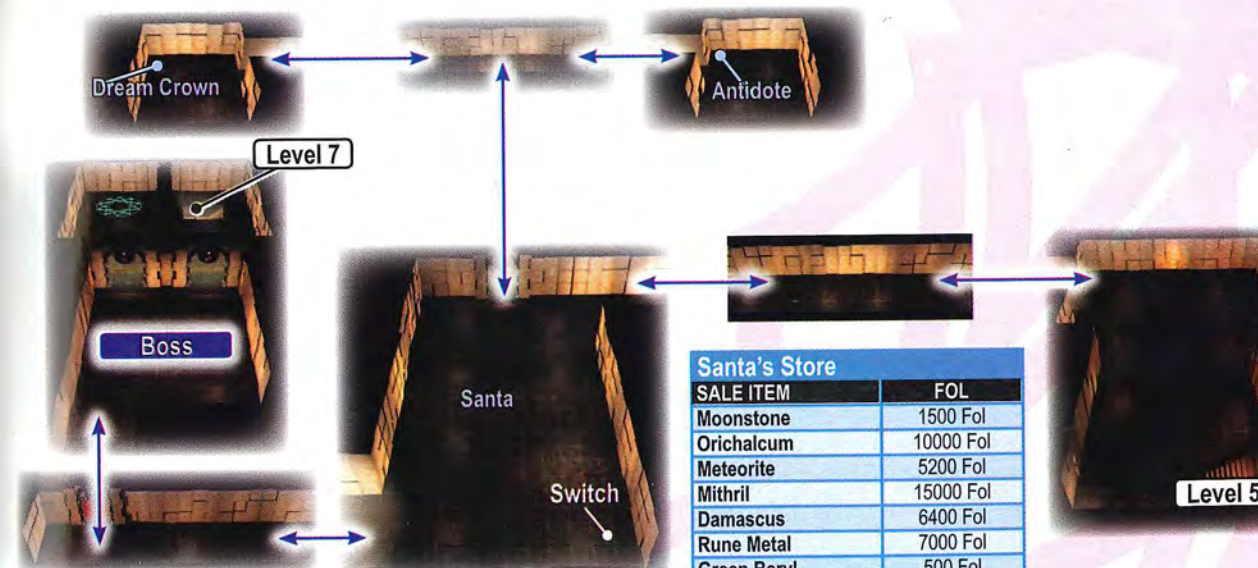
Go to the eastern side of the dungeon and head down from there. Puffy is in a larger room, but this time she's in trouble. Save her by engaging in a fight with three more Dreamcasters, the enemies that can briefly stop time.

The **Phantom Slayer** drops after the battle ends. Puffy runs away and the weapon falls onto the floor. Take it and equip it on a character. Chisato is a good option, but if she isn't in your party, Bowman or even Rena will do. This is going to be a situational weapon for the others. For Chisato, it's golden all the time. The ATK rating on the weapon is high (for her), it kills Phantoms in one hit, and it drains health from enemies to heal its wielder.

Puffy is now hiding on the bottom-right side of the level, near a red door. She's lost her key and now the beast has it. The beast is hiding beside the first room of the level, in a cubby area off to the right. Find him and take him out using your new Phantom Slayer!





Maze of Tribulations B5



Santa's Store	
SALE ITEM	FOL
Moonstone	1500 Fol
Orichalcum	10000 Fol
Meteorite	5200 Fol
Mithril	15000 Fol
Damascus	6400 Fol
Rune Metal	7000 Fol
Green Beryl	500 Fol
Sapphire	800 Fol
Ruby	400 Fol
Star Ruby	10000 Fol
Crystal	500 Fol
Philosopher's Stone	50000 Fol
Diamond	9000 Fol
Rainbow Diamond	14000 Fol
Santa's Boots	1000000 Fol
tri-Emblem	5000000 Fol
Jewel of the Frog	300001 Fol

ENEMY DATA

Dreamcaster	
HP 35000 WEAK VS. None	
DROP Magic Gumdrops (31%)	
Dragon Axman	
HP 26550 WEAK VS. None	
DROP None	
Jabberwabbit	
HP 37000 WEAK VS. None	
DROP None	
Metal Scum	
HP 300 WEAK VS. None (Strong vs. All)	
DROP None	
Thieving Scum	
HP 3 WEAK VS. None	
DROP Spectacles (6%), Ugly Accessory (7%)	

SLAY SOME SCUM!

If you have the Scumbag Slayer, equip it on one of your backup melee characters now. The Scumbag Slayer kills "Scum" enemies with single hits. If you didn't do the quest to help Ruddle during your earlier adventures in Expel, you won't have this weapon.

SANTA CLAUS IS COMING TO TOWN!

Look in the room full of Scumbag statues, west from the stairs. A merchant named Santa wanders there from time to time, so you won't always see him (it's randomly determined each time you enter the Maze of Tribulations), but if he's there you can frequent his shop.

TRI-EMBLEMS FTW!

The tri-Emblems are wonderful accessories. Always scrape and save to see if you can get one (or even two) of them. Grab extra crafting materials while they're cheap as well. Jewels of the Frog will teleport your party out of the dungeon. They're quite expensive, but they can also be lifesavers. Keep a couple on hand, even if it's painful to afford them.

A BRIEF SOJOURN

There are two smaller chambers above the bosses' room. One leads to the stairs, but the other has a magical circle on the floor. Use it to warp up to the first floor. This is a great and inexpensive way to escape the dungeon. Use it now to head out, save, and restock. Return to level 6 when you're well rested and head down to level 7!

NEVER PAY RETAIL

At some stores, it isn't worth the trouble to use Group Appraisal. But here, it certainly is. You can save millions of Fol by taking the time to use this one skill (at level 10 it takes off 30% of the items' cost). Also, use Group Appraisal before selling anything to Santa. You can interact with Santa as many times as you like. He won't disappear until you leave the dungeon.

There's also a very cheap way to make money here, although it's somewhat unfair. Purchase Philosopher's Stones with the Group Appraisal discount, then sell them with the Group Appraisal set to raise prices. You land 85000 Fol each time you complete this exchange!

HIDDEN SWITCHES

Look at the statues in the large room. Examine each one until you find the one with a switch on it, at the bottom of the chamber. Use the switch to open a door on the left. Take that new passage and look for the Thieving Scum near the stairs. You must defeat this enemy to proceed.

BOSS	
THIEVING SCUM LV99	
HP 40000 WEAK VS. NONE	DROP NONE
DREAMCASTER	
HP 35000 WEAK VS. NONE	DROP MAGIC GUMDROP (31%)
THIEVING SCUM (X2)	
HP 3 WEAK VS. NONE	DROP SPECTACLES (6%), UGLY ACCESSORY (7%)

Have your character with the Scumbag Slayer destroy the blue Thieving Scum instantly. After that, it's a simple matter to clean up the Dreamcaster and the low-level Thieving Scum.






If you don't have the Scumbag Slayer, this turns into a tough boss fight. Focus on the blue Thieving Scum first, even though the Dreamcaster is a massive pain to let live. The Scum does all the damage and he's low on health. You should try to defeat him before time gets stopped, but you'll probably have to eat some damage either way. Have a dedicated healer and trust that person to keep the party going after the time stop.

The lower-level Thieving Scum aren't even worth looking at until the other targets are down. Most of the time, they get killed incidentally while you're battling the real foes. Your group gets a Magical Gumdrops and a Scumbag Slayer for this fight.

Maze of Tribulations



ENEMY DATA

Crimson Beast	
HP 84000 WEAK VS. None	DROP None
Magus	
HP 17510 WEAK VS. None	DROP None
Robinette	
HP 18200 WEAK VS. None	DROP None
Thieving Scum	
HP 3 WEAK VS. None	DROP Spectacles (6%), Ugly Accessory (7%)
Ultimate Avenger	
HP 26500 WEAK VS. None	DROP None

A LITTLE CRAFTING REQUIRED

Most of this level is a treasure run; there aren't puzzles or big problems to face. It's wise to keep at least one melee character equipped with a Scumbag Slayer. There are a number of high-level Scumbags on this floor. They're worth a lot of EXP, but they will inflict a ton of damage if you let them live. Although the Scumbag Slayer is otherwise a worthless weapon, it allows you to safely defeat groups of up to five Scumbags without losing half of your party!

Look on the right side of the dungeon, where a chest behind a hidden wall contains a **Flawed Orb**. Take the Flawed Orb back to the main room on this level. There is a plaque there and an altar for the Orb. Use Crafting to turn the Flawed Orb into an Orb of Fire and then place it on the altar. Don't worry about what level your Crafting skill is at or whether you have the required talents, as it is impossible to fail at Crafting the Orb of Fire.

BOSS

MITHRIL EATER

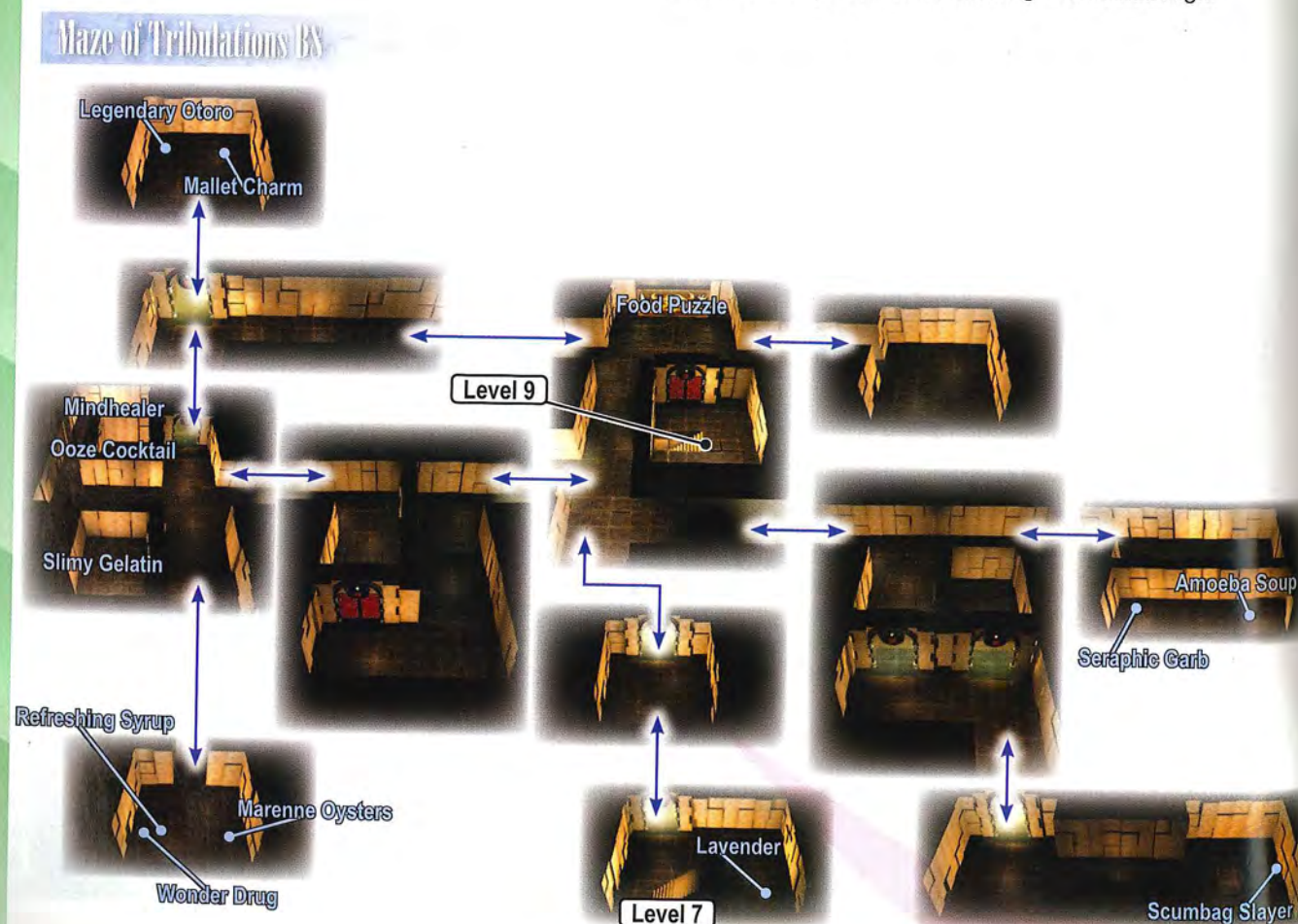
HP	WEAK VS.	ITEM DROP
600000	NONE	NONE

The Mithril Eater is another static boss; it stays on the left side of the screen and begs you to charge over. Get three melee fighters on the boss and have your support character stand far off and work on the healing. Have your alternate two melee characters set to use MP freely; this keeps the Mithril Eater stunned for most of the fight. Then, let your primary character rush in with the Ring of Lightspeed and normal melee combos.

You receive the Mindhealer, a major weapon upgrade for Celine, Leon, or Noel, as a reward for defeating this boss. This rod has massive statistical bonuses and it gives free MP every time damage is taken. Not bad at all!

HOP ON THE GOOD FOOT

Loot the room on the left before going down the stairs. Included in the pile of treasure is a set of **Bunny Shoes**. Almost your entire combat party has access to these shoes now if you've been following this walkthrough.



ENEMY DATA

Dreamcaster		
HP	WEAK VS.	None
35000		
DROP	Magic Gumdrops (31%)	
Killer Ape		
HP	WEAK VS.	None
35000		
DROP	None	
Phantom Devil		
HP	WEAK VS.	None
27800		
DROP	None	
Star Protector		
HP	WEAK VS.	None (Strong vs. All)
28650		
DROP	Star Guard (1%)	
Vile Hound		
HP	WEAK VS.	None
28200		
DROP	None	

BOSS

ELYSIAN SLUG

HP	WEAK VS.	ITEM DROP
450000	NONE	NONE

Like all slugs, this creature can swallow characters whole. Bring in extra ranged characters to cast at it, and make sure your melee fighters use their special arts to deal damage while staying at medium range.

Of course, you can take a melee party up against the Elysian Slug. Three characters attacking simultaneously can prevent him from eating anyone (and this type of group can break a swallowed character out without too much trouble). This is a riskier way to win, but it's fun and fast.

The Elysian Slug drops a Gelatin Steak when it falls. It might not be a good idea to eat food that falls out of a slug, but it's your body.

BOTTOMLESS HUNGER

Collect the wealth of treasure and cooking items that fills this level. When you're done, approach the relief of a hungry demon in the north end of the area. This is the God of Food! Approach the God and feed it a number of your high-end dishes (many are found in this level, so don't waste too much of your own supplies).

Eventually, the God of Food mocks your food selection. Your party gets sick of this charade and gets the option to put something disgusting into the God's mouth. Pick whatever foul concoction you prefer and watch the results. "God of Food" indeed. The door to the boss opens after this event.

Maze of Tribulations B9

ENEMY DATA

Brigand Ogre		
HP	WEAK VS.	None
36200		
DROP	None	
Cockatrice King		
HP	WEAK VS.	None
29800		
DROP	None	
Phantom Mollusk		
HP	WEAK VS.	None
28000		
DROP	None	
Robinette		
HP	WEAK VS.	None
18200		
DROP	None	

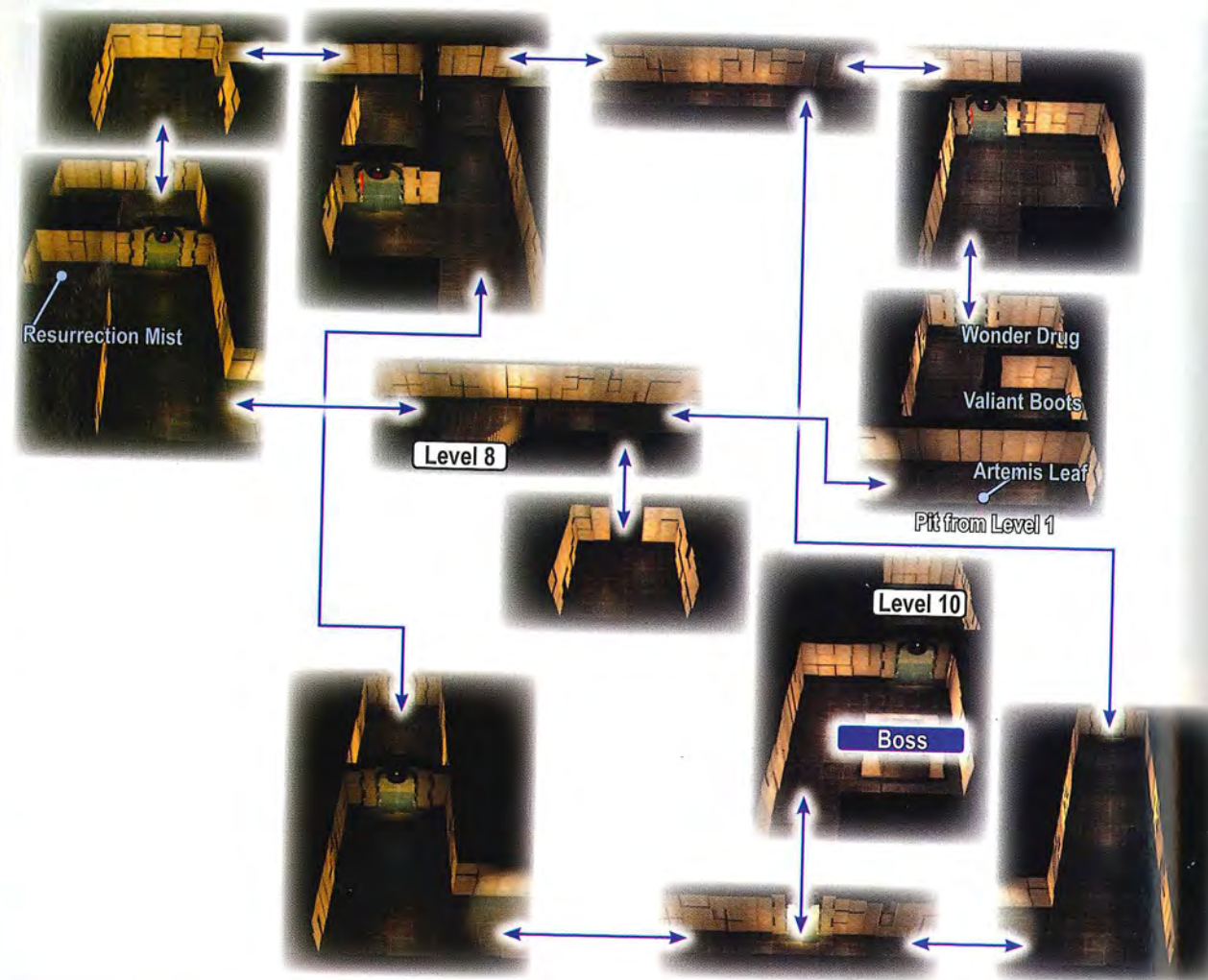
JUST PASSIN' THROUGH

Level 9 provides a bit of a breather. The fights aren't too bad, the boss does not appear until events further into the Maze have transpired, and you don't need to solve puzzles to get through it. This level is also a bit transitional. There is a pit connecting the first floor and this floor. If you exit to rest, save, and restock, you can quickly jump back to this floor.



FAST RETURN TO B9

Explore the left side of B1. Look for the room with four red tiles and walk around until you hear a creak. Step off of the weakened area and then back onto it. Repeat this until you fall through!



Maze of Tribulations B10

Life Flyers Aren't Pleasant!

Set your Scouting to "Avoid Enemies" in this area. This floor has a type of enemy called a Life Flyer. They hit so hard that two of them working in concert can take down a top-geared character faster than a boss. These things are dangerous and you often face several at a time.

Keep your Resurrection items handy and use wide-area special arts to keep the Life Flyers clustered together. If they get on both sides of your group...it's bad.

Go ahead and take the Scumbag Slayer off your peripheral characters too. You won't be seeing the Scumbags here, and you need all the ATK you can get against these cursed robots.

Another option is to select Escape the moment a fight begins. It will be close, but you may have a better chance of survival, especially if the fight starts with your group surprised. Equipping a Mystic Amulet should help, too.

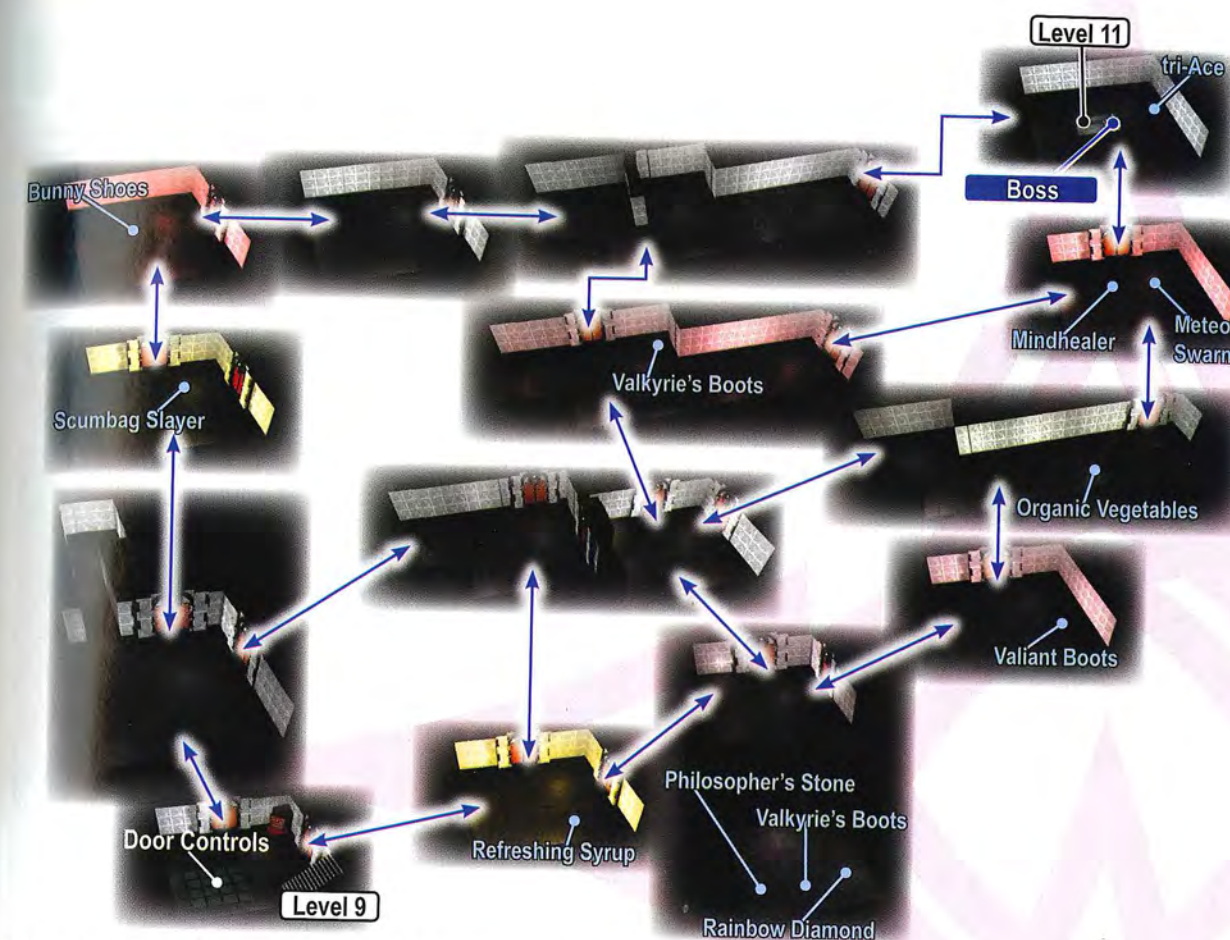
GRIDLOCK

You can only unlock one set of rooms at a time on the 10th floor. The grid in the first room controls your party's access to the rest of the area. Step on the grid to open the doors. You can clear the entire region with only two attempts.

For your first trip, open all three squares in the left column. Then, open the second square down in columns two and three. That's it (you can only open these five). Take the northern door that is now open and explore those rooms, collecting your treasure.

Climb up the stairs once you return with your loot. Come back down and you'll find that the puzzle has reset itself. Mark the squares along the bottom row and the fourth column. This connects a path to the east between your position and the stairs down to the next level.

This second route has a lot of treasure, which makes it ideal for completing the remainder of the level. But, it also takes you through a number of red rooms. You're probably thinking, "Red means more chances of encountering



those murderous robots, doesn't it?" The answer is yes. Not only that, red rooms also sap your party members' HP and MP, which means avoiding them is a pretty good idea. Yellow rooms are more dangerous than normal rooms by far, but red rooms are just evil. If you have to cross them, play Lonely Blues to reduce the encounter rate and hope for the best.

A carefully plotted path through the west and north can avoid almost all of the danger rooms entirely. If the treasure isn't that important (or if you're comfortable going after it later), map out a safe route instead.

Restore your health and magic points when you reach the last room in the corner. Afterward, use the stairs to reach the next level.

BOSS GEO GUARDIAN

HP
400000

WEAK VS.
NONE

ITEM DROP
VALIANT SHIELD (100%)

The Geo Guardian doesn't stand a chance. He has low health, is slow, can be stunned without difficulty, and...well, that's pretty much it.

Give yourself a pat on the back for completing this level. Even if the final boss was pretty simple, nothing else was.

ENEMY DATA

Dreamcaster

HP 35000 WEAK VS. None
DROP Magic Gumdrops (31%)

Gastric Slug

HP 39000 WEAK VS. None
DROP None

Life Flyer

HP 48500 WEAK VS. None
DROP None

Manic Gunner

HP 48500 WEAK VS. None
DROP None

Mind Flyer

HP 66500 WEAK VS. None
DROP None

Mirre 128

HP 59000 WEAK VS. None
DROP None

From the Ashes

The Phoenix won't stay dead forever. Each time you return to the dungeon and pass through level 12, you'll have to face this boss again. Of course, that results in some easy EXP because the Phoenix was geared to be killed by two characters. A full party can destroy it every time!

BACK TO B9

Approach the coffin on level 9 and use it to start another boss fight. The enemy that was hidden inside can no longer stay hidden. It's time for this boss to meet its maker!

GO FORWARD OR RETREAT?

Now it's time for a choice. Either take the next portal to leave the dungeon and save, or risk it all and go straight for the final boss. Since there's a shortcut to level 9 anyway, it's recommended that you take this opportunity to save.

Maze of Tribulations B13

ENEMY DATA

Dreamcaster			
HP	35000	WEAK VS.	None
DROP	Magic Gumdrops (31%)		
Hell Savant			
HP	450000	WEAK VS.	None
DROP	None		
Rock Demon			
HP	550000	WEAK VS.	None
DROP	Valkyrie's Garb (16%)		
Soulmaster			
HP	50000	WEAK VS.	None
DROP	None		

BOSS

SORCERER

HP	700000	WEAK VS.	NONE	ITEM/DROP	VALIANT MAIL (39%)
HP	35000	WEAK VS.	NONE	ITEM/DROP	MAGIC GUMDROP (31%)

The Sorcerer is an enemy with very high health, and he has three Dreamcasters to support his assault on your party, but he also spends way too much time positioning instead of actually attacking.

Use the early stage of the fight to eliminate the three Dreamcasters. Obviously, you take a great risk if you let these foes live and it only takes a few seconds to dispose of them.

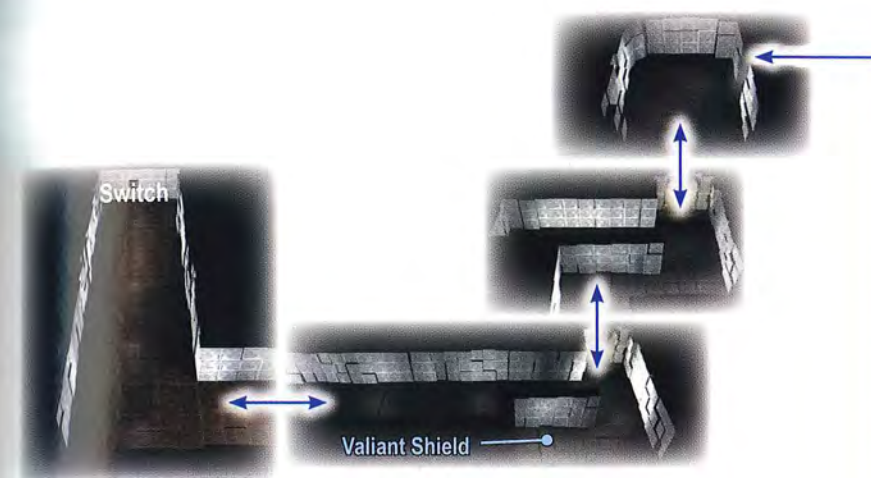
Once the Dreamcasters are history, your entire melee party can focus fire on the Sorcerer. This prevents the boss from using most of his attacks. Try to jump on the Sorcerer as soon as he awakens from his dormant stage. These attacks are strong, but they won't defeat your entire party. Having Rena there to use Faerie Light is quite useful. For winning this fight, you receive the Valiant Mail and the Demon Sword Levantine.

WHERE BOSSES ARE BORN

When you're ready, descend to level 13. A party that's pushing level 160 is capable of winning this final battle if it's well equipped. There are rewards of unimaginable utility and power for completing the Maze of Tribulations and you're very close!

The random encounters in the deepest level of the dungeon are intense. Often, you'll revisit previous bosses from the Maze, and they hit harder than ever. Search the side wings of this floor for treasure and flip the switches at each end.

If you have the patience, gain some more levels for your characters and save your game again by retreating to level 11 and exiting. Remember, the Maze of Tribulations will be free of all monster encounters when you defeat the final boss, limiting your leveling options. When you're ready, advance to the end and face Gabriella Celesta.



BOSS

GABRIELLA CELESTA

HP	1000000	WEAK VS.	NONE	ITEM/DROP	HOLY SWORD FAREWELL (100%)
----	---------	----------	------	-----------	----------------------------

This is a fight that requires massive healing. Rena isn't enough for this encounter unless you really prepare your party for the worst. Make sure each character is wearing the best possible equipment. Seraphic Garb is even better than the Battle Suits and the Valkyrie equipment—the Seraphic Garb's increased DEF bonus at low health makes it ideal.

Have most of your accessories set for heavy damage. Take a Ring of Might + Ring of Lightspeed combo for Claude and Ring of Might + Berserker Rings for attackers who use special arts instead of combos.

Opera's Healing Star move can carry the entire party through the encounter (if you've leveled it past 300 or so uses). Lacking Opera, use Rena and healing items or even Rena and Noel, although this would make for a painfully slow encounter. If Rena is the only available healer, make sure your melee fighters have self-healing special arts equipped in addition to their primary damage moves.

This fight is an all-or-nothing contest. If you've equipped the right gear and have the right mix of healing, you'll win. If you don't, it's a challenging encounter that sometimes crushes your party despite your best attempts. If the battle proves too difficult, try increasing your character's levels while practicing your primary special arts. Getting special arts up toward their maximum is more important than flat-out leveling.

There are several rewards for defeating this amazing encounter: a Silver Trumpet, Archangel's Bracelet, and another Holy Sword Farewell.



ENCOUNTER-FREE EXIT

The dungeon is now clear of monsters. Your party must walk out of it, but at least there won't be any random battles. Leave the dungeon and save as soon as possible.

SILVER TRUMPET ENEMIES

QUEST SUMMARY

- By defeating the final boss in the Maze of Tribulations, the party obtains a Silver Trumpet.
- A character with the Music specialty can use the Silver Trumpet to compose "The Devil's Aria."
- Play "The Devil's Aria" on the World Map to summon difficult enemies. The enemy summoned depends on the user's Music level.
- The enemy summoned with a Music level of 10 is the most powerful adversary in the game.

The Music specialty allows the player to compose and perform songs. Using a Feather Pen in combination with the Silver Trumpet lets a character compose "Aria of the Gods" and "The Devil's Aria." "The Devil's Aria" summons monsters on any map where monster encounters occur. The monster summoned depends on the user's Music level. A character with a Music level of 10 can summon Iseria Queen, a boss more powerful than Gabriella Celesta!

Silver Trumpet Enemy Summons	
MUSIC LV	CREATURE SUMMONED
Level 1	None
Level 2	Phoenix
Level 3	Manic Gunner
Level 4	Hell Savant
Level 5	Mithril Eater
Level 6	Elysian Slug
Level 7	Geo Guardian
Level 8	Dragon Tyrant
Level 9	Sorcerer
Level 10	Iseria Queen

BOSS ISERIA QUEEN

HP
3300000

WEAK VS.
NONE

ITEM DROP

DEMON SWORD LEVANTINE (11%), ARCHANGEL'S BRACELET (50%)

The battle with Iseria Queen can last for 10-30 minutes. Extremely skilled healing is required, so keep your party's health topped off at all times. Also, keep MP topped off. If your melee characters switch from special arts to hand-to-hand attacks, Iseria will slaughter them because of her damage shield. Each time a character swings and misses, she erupts with star power and hits anyone in the vicinity. The fewer party members standing at point-blank range, the better!

Use Blackberries to restore MP and use bigger items liberally as well. Use Victory Cards, more potent restorative items, and anything else you've been holding in reserve. No other battle in the game is longer or more demanding.

Leveling to the game's upper limit is a fine idea. Many parties can overcome Iseria before the party members hit level 255, but there's no harm in having a bit of excess ATK and AVD. Just keep in mind that defeating Iseria awards 4000000 EXP and 50000 FOL, which makes this a great way to help a party leap to those higher levels.



GABRIEL (UNLIMITED)

QUEST SUMMARY

- Triggering the Private Action in Kurik and another scene in the Centropolis causes Gabriel, the final boss of the game, to become much stronger.
- Exit Phynal after using the Save Point on 8F just before the entrance to Gabriel's lair and return to the Centropolis.
- If the party previously saw the mysterious woman during the Private Action in Kurik, she appears again during a Private Action in the Centropolis City Hall. The party receives the Tear of Israfel and unlocks Gabriel's unlimited form.
- Defeating Gabriel's tougher version allows the player to view the "true" ending of the game.

BOSS GABRIEL (UNLIMITED)

HP
1500000

WEAK VS.
NONE

ITEM DROP
NONE


The new and improved Gabriel deals more damage than Iseria Queen, but he can't take hits nearly as well. Excellent healing spells are required to survive. Equip the entire party with high-end armor and raise the DEF of characters without worrying about status ailments. Gabriel doesn't use many abilities that petrify or otherwise incapacitate characters. Purchase some Stone Cures to take care of any mishaps. Raising all characters' levels to 255 is a good idea, but not mandatory. Any level in the 200s is still solid.

Compulsively heal the group to 9999 HP across the board. If the party is out of trouble, bring your healer's attack spells to bear against Gabriel. When more characters attack Gabriel, he casts fewer spells in return. A four-person rush prevents Gabriel from casting for several rounds.

Fighting the stronger version of Gabriel creates a few differences in the ending sequence. Watch for those changes and enjoy them; they are the sole reward for defeating this tougher boss.




PRIVATE ACTIONS

Upon leaving Arlia village for the first time, the player may notice the words "Private Action" in the upper-right corner of the screen, along with the  icon. This display appears whenever the character is approaching a town or city where Private Actions (PAs) are available.



The Private Action logo and icon display whenever the player character approaches a town or city where PAs occur.

To engage in a Private Action, press the  button while standing outside a town or city. The party disperses and enters the location as individuals rather than a group. Only the protagonist remains in the party. The party members appear at various spots throughout the town or city. Sometimes, approaching them or speaking to them triggers a scene.



Party members appear in cities and towns during PAs. You can even try to pickpocket them!



PAs such as the ones where new characters are recruited occur regardless of protagonist choice.

Most Private Actions occur based on the player's choice of protagonist, either Claude or Rena. However, some PAs occur regardless of protagonist choice.

During Private Actions the player may be called upon to make choices in dialog.

Certain dialog choices reward the player with bonus items. Some choices made during Private Actions can add or subtract Friendship Points (FP) and/or Romance Points (RP). These two numbers combine into a score called "Affection," which is used to determine the endings viewed upon defeating Gabriel in Phynal. For more information about these points, check the Character Relations section in Chapter 2: Game Play.

The locations of each Private Action scene are marked on the maps in this section according to number. If a Private Action you wish to view does not occur where and when it is supposed to, then the game may have loaded a different Private Action that you must view first. Try searching other parts of the town to trigger other PAs. After viewing a Private Action, you will need to exit town before another Private Action will occur.

Deciding which Private Actions to take part in is important if you want to see specific endings. The way the game determines which endings are viewed is based on a priority system and the FP and RP accumulated between characters. The priority list is as follows: Claude, Rena, Celine, Bowman, Dias, Precis, Ashton, Leon, Opera, Ernest, Noel, Chisato, and Welch. In this order, the game will group together couples with a shared relationship point value above 10. For characters of the same gender, Friendship Points are used whereas Romance Points are used for characters of the opposite gender. Ties are determined based on priority. Characters without a relationship of at least 10 points will be given solo endings.

Key to Private Action Data

TownPA#: Person(s) to speak with:	Each PA is identified by location and map number. The person(s) listed indicates which character to approach/speak with to trigger the PA.
Protagonist:	Chose Claude or Rena at game start.
Location:	Specifics regarding the scene's location.
Requirements:	Events that must occur prior to PA availability.
Choices:	Dialog choices that may affect Friendship Points or Romance Points.

ARLIA



Arlia01: Rena

LOCATION:

Rena's room, inside her house

REQUIREMENTS:

View either a) after Allen Tucks boss fight but before visiting Krosse Inn, or b) after the Marze kidnapping event but before the Lacuer Army Contest

Choice:

"What happened in the past?": Before Krosse, Rena \leftrightarrow Claude RP+1. After Krosse, Claude \rightarrow Rena RP-1.
 "What were you like as a child?": Rena \rightarrow Claude RP-1
 "You should focus more on the future.": No change.

Rena stands in her bedroom, reflecting on the mysteries of her past. Her reactions to Claude's questions change if the party has been together long enough to resolve events in Marze. Thus, this scene should be viewed as soon as possible if you wish to score an extra Romance point with Rena.



Arlia02: Claude

LOCATION:

Southwest corner of Arlia

REQUIREMENTS:

View before staying in the inn at Krosse

Search for Claude in the southwestern section of Arlia. You'll see Claude standing behind the church. Approach to hear some of his musings.



Arlia03: Celine

LOCATION:

Outside the item shop

REQUIREMENTS:

Celine is in the party

Choice:

"Thanks, but I'll be fine.": Celine \rightarrow Claude RP+1
 "Wow. That's really nice of you, CELINE.": Claude \leftrightarrow Celine RP+2; Receive ?JEWELRY (Talisman)



Arlia04: Celine

LOCATION:

Stream outside Rena's home

REQUIREMENTS:

Celine is in the party, have not completed Marze kidnapping event

Return to Arlia with Celine and Claude. Walk to the eastern side of town. Celine is down by the water. She'll tell you more about her hometown. The conversation turns toward previous romances. The following points are awarded at the end of the scene:

Celine \rightarrow Rena FP+1



Arlia05: Claude

LOCATION:

Southwest Arlia, near church

REQUIREMENTS:

Visited King of Krosse, have not completed Marze kidnapping event

Choice:

"What about you, Claude?": Claude \leftrightarrow Rena FP+1 RP+1
 "No, not really?": No change.
 "I guess the animals in the forest.": Rena \rightarrow Claude FP-1

Claude is just outside of the town church. He's playing with a dog and thinking about the pets he's seen. He asks Rena about her previous pets.



Celine stands by the corral next to the item shop in town. If Claude speaks to her, she offers him a gift. Refusing the gift still engenders some Romance Points, but Celine prefers you accept her kindness. Plus, if Claude immediately agreed to let Celine join the party in Krosse (the first time she asks), then this choice adds an extra RP+1 for a total of +3. The ?JEWELRY item appraises as a Talisman.

Arlia06: Ashton

PROTAGONIST:
Either

LOCATION:
Inside the item shop

REQUIREMENTS:

Ashton is in the party, possess over 1000 Fol

Choice:

"Sure, let's buy it! (80% of Fol)": Ashton → Protagonist FP+1;
Receive a Dragon's Ribbon.

"No way, it's too expensive.": No change.

Prior to triggering this PA, it's wise to spend whatever Fol you have. Buy Ashton the best weapons and equipment available after recruiting him at Salva. But leave yourself slightly more than 1000 Fol, or this PA will not occur. Creepy and Weepy are pestering Ashton to buy an expensive item in the Arlia item shop. The price is 80% of whatever the party possesses at the time. Thus, engaging this PA with a little over 1000 Fol makes the transaction significantly cheaper! The Dragon's Ribbon is an excellent accessory only wearable by Ashton.



Arlia10: Welch

PROTAGONIST:
Either

LOCATION:
Inside Bosman's home

REQUIREMENTS:
Welch is in the party

Choice:

Clause is the protagonist: Claude → Welch FP+1 RP+1
Rena is the protagonist: Rena → Welch FP+1

Enter Bosman's home in the northeast corner of Arlia to find Welch enthralled the master builder's children with a story that goes... nowhere. For an even funnier scene, speak to Welch again before leaving town.



Arlia11: Bowman

PROTAGONIST:
Either

LOCATION:
Inside the newlyweds' home

REQUIREMENTS:
Bowman is in the party

Choice:

"By the way, what are you doing here?":
Protagonist → Bowman FP+1

"Are you like this with your wife too?": Bowman → Protagonist FP-1. Unlocks PA Linga10.

Enter the newlywed's house on the western side of town and talk to Bowman. NOTE: For some extra fun with the newlyweds, ask Bowman what he's doing there and after this Private Action, continue to check in with them from time to time during other Private Actions.

SALVA

Salva01: Rena

LOCATION:
In front of the empty building west of the jewelry shop

REQUIREMENTS:
None

During a flashback, Claude remembers what occurred on the Calnus just before he and his father transported to Milokeenia. Speak to the bridge crew, then head to the north exit to finish the scene.



Salva02: Young Girl

LOCATION:
In front of the empty building west of the jewelry shop

REQUIREMENTS:
After the inn event at Krosse

Choice:

"That's right. I'm the Hero of Light.": Everyone → Claude FP+1
"I'm sorry, but I'm not the Hero of Light.": Everyone → Claude FP-1

"I honestly don't know right now.": Receive a Harmonica.

The real decision here is whether to raise or lower FP, or receive a free musical instrument. Since many other PAs allow you to raise your relation points by far more, the best choice is probably to go for the item.



Arlia09: Opera

LOCATION:
Inside the item shop

REQUIREMENTS:
Opera is in the party

Choice 1:

"Yes, I love jewelry.": Go to Choice 2.
"Not particularly.": Rena → Opera FP+1

Choice 2:

"Oh, wow, that would be great.": Rena → Opera FP+1
"I'd feel a bit uncomfortable.": Claude → Rena FP-1 RP-1
"N-not really... I mean..." Rena → Opera FP+1

Rena and Opera look over the items in the store. Opera asks Rena about her interest in jewelry.



Salva04: Claude

LOCATION:
By the northern gate

REQUIREMENTS:
After the inn event at Krosse

Choice:

"Nothing, I guess.": Claude → Rena RP-1
"Maybe there's another world out there.": Claude → Rena RP+1
"You know, I'm not really sure.": Claude → Rena FP-1 RP-1, Rena → Claude FP-1

Come back to Salva after going to Krosse and look for Claude by the northern gate. He stares at the sky, lost in thought. Rena must answer what she thinks lies beyond the sky.



Salva05: Celine

PROTAGONIST:
Either

LOCATION:
Jam store in the southern screen

REQUIREMENTS:
Celine is in the party

Choice 1:

"How about I go look for her.": Find Yuki in the Salva Mines entrance. Talk to her to enable Choice 2 below.
"Why don't you come back later?": Celine → Protagonist FP-1

Choice 2, Speaking to Yuki in Salva Mines:

"You shouldn't give up so easily.": Celine → Protagonist FP+2, All Other Party Members → Claude FP+1
"Dreams are nice, but they never last.": Celine → Protagonist FP-1

Celine wants to buy jam, but the clerk seems to have gone missing. Help her by selecting the first dialog choice. Then exit the store and go to the main entrance of the Salva Mines. "Yuki the Freckled Girl" stands by the wall to the left. Speak to her and choose the top option to encourage her dreams and score some Friendship Points with Celine as well as all current party members. Afterwards, Yuki returns to the shop and Celine is happy.



Salva03: Rena

LOCATION:
In the jewelry shop

REQUIREMENTS:
After the inn event at Krosse

Choice:

"Wow, that's pretty.": Claude → Rena FP-1
"I really don't know much about jewelry.": Claude → Rena FP+2, RP+2
"Let me buy that for you. (200 Fol)": (To appear, option requires 200 Fol.) Claude buys a Leaf Pendant.
Claude → Rena RP+3, Rena → Claude FP+1

Rena is admiring the display case in the jewelry shop when Claude enters. The third dialog choice appears only if at least 200 Fol is possessed at the time. This option scores the highest points and nets a Leaf Pendant, an item not offered in the shop's usual inventory.



Salva06: Ashton

LOCATION:
Salva Mines Entrance

REQUIREMENTS:
Finished Ashton's quest to remove Creepy and Weepy

Claude's dialog differs depending on whether Ashton automatically joined the party or you took responsibility for what happened in the Salva Mines. There are no dialog choices, but the following affection changes occur:

Claude → Ashton FP+2 RP+1
Ashton → All Other Party Members FP+1

**Salva07: Celine and Ashton****LOCATION:**
Salva Jewelry Shop**REQUIREMENTS:**
Celine and Ashton in the party**Choice 1:**

(Say you also like jewelry): Rena ↔ Celine FP+2;
Rena ↔ Ashton FP+1; Celine ↔ Ashton FP+1; Go to Choice 2.

Choice 2:

(Sapphire): Receive an Aqua Ring
(Emerald): Receive an Emerald Ring
(Diamond): Receive an Earring of Readiness

Go to the jewelry shop and meet Celine and Ashton. Tell them that you also like jewelry if you want to secure some easy Friendship Points between the characters, then select a jewel to receive a free accessory.

**Salva08: Preci****LOCATION:**
Inside the jam shop**REQUIREMENTS:**
Preci is in the party

Preci wants Claude's help in choosing some jam to buy for her dad. The choice of jam has no effect. This scene triggers PA Linga02 detailed below.

**Salva09: Preci****LOCATION:**
Inside the jam shop**REQUIREMENTS:**
Preci is in the party

This scene is the "Rena" version of Salva08. Friendship Points are garnered for participation, but this version does not unlock an extra PA.

Rena ↔ Preci FP+1

Salva10: Opera**PROTAGONIST:**
Either**LOCATION:**
Outside the weapon store**REQUIREMENTS:**
Opera is in the party**Choice 1:**

"Yeah, sounds fun.": Go to Choice 2
"I think I'll give it a pass.": Protagonist ↔ Opera FP-1

Choice 2:

(Guess a man.): If protagonist is Claude, Claude → Opera FP-1; If protagonist is Rena, Rena ↔ Opera FP+1
(Guess a woman.): If protagonist is Claude, Claude ↔ Opera FP+1 RP+2; If protagonist is Rena, Rena → Opera FP-1
Draw (10% chance, regardless of choice):
Protagonist ↔ Opera FP+2 RP+2

Opera wants you to bet whether a man or a woman will leave the store next. Base your guess on whether the protagonist is Claude or Rena. However, if you manage to draw, you gain additional points.

Note: For a pickpocketing challenge, if you draw, try pickpocketing what DOES appear. You'll earn a Philosopher's Stone! You crafty thief, you!

If you have chosen Rena as your protagonist, and a woman appears in the doorway, it is possible to grab 50 Fol by pickpocketing her. This woman is not a normal towns person and will never appear other than during this Private Action! Get her now!

**Salva11: Bowman****LOCATION:**
Outside Allen's Mansion**REQUIREMENTS:**
None

The choices presented during the conversation are irrelevant; the Friendship Points gained are the same either way.

Claude ↔ Bowman FP+1.

**Salva12: Bowman****LOCATION:**
Inside the jewelry shop**REQUIREMENTS:**
Bowman is in the party**Choice:**

"How about a simple but elegant aquamarine?"
"How about a passionate, blood-red ruby?"
"How about a luxurious topaz?"
Regardless of choice: Rena ↔ Bowman FP+1; Enables PA Linga08

Go into the jewelry store in the southern part of town. Bowman is inside, and he's looking at rings. He wants to bring something back for his wife, Ninay. Ambivalent, he asks Rena for advice.

**Salva13: Dias****LOCATION:**
Allen Tuck's Mansion**REQUIREMENTS:**
Dias is in the party**Choice:**

(First Option): Dias → Rena FP+1
(Second Option): Rena ↔ Dias FP+1 RP+1

Viewing this PA requires the player to sneak out of the Lacuer Front Line Base in the midst of all the action. Return to Allen's home in Salva to speak with him and gain some perspective on his recent possession.

KROSSE**Krosse01: Celine and Rena****LOCATION:**
East alley**REQUIREMENTS:**
Before Kurik is destroyed**Choice 1:**

"Join in on the conversation.": Go to Choice 2.
"Secretly listen in on the conversation.": Claude → Celine FP-1
"Leave.": No change.

Choice 2:

"Hmm. I guess that's all right, then.": Rena/Celine → Claude FP-1
"Really? It didn't look like that to me.": Rena/Celine ↔ Claude FP-1

The lesson to learn here is that if someone is having a private conversation, the best course of action is to turn around immediately and act like you were never there. This Private Action can be useful, however, if you're trying to lower the FP between Claude and Rena to enable other point-based PAs such as Krosse02.

**Krosse02: Rena****LOCATION:**
Inside the church**REQUIREMENTS:**
Either Rena's or Claude's combined Affection for the other is below 9**Choice:**

(First Option): Claude → Rena FP-1 RP-1; Rena → Claude FP-1 RP-2
(Second Option): Claude → Rena FP-2 RP-1; Rena → Claude FP-2 RP-3
(Third Option): Claude ↔ Rena FP+2, RP-1

If Claude's relationship with Rena sours due to choices made in other PAs, enter the church and select the bottom option to boost Friendship, even though Romance suffers slightly.

**Krosse03: Claude****LOCATION:**
North alleyway**REQUIREMENTS:**
View before the Marze kidnapping event**Choice:**

(First Option): Claude ↔ Rena FP+2
(Second Option): Rena ↔ Claude FP-1
(Third Option): No change.

Head north from the entrance until Rena encounters Claude, wandering in the northbound alley. Speak to him and choose the top option to score a few early Friendship Points.

**Krosse04: Celine****LOCATION:**
Restaurant in west area**REQUIREMENTS:**
Celine is in the party, before registering for the Lacuer Armory Contest

This Private Action is a chain event. If you answer the questions and push forward, you'll go through several scenes. This creates a special ending and brings your character closer to Celine.

The first step is to look for Celine in the western part of Krosse. She asks if you want to go to the restaurant there for a relaxing lunch. If you say no, the event ends. Accepting takes the two of you inside.

There is a bit of a tussle going on. The shopkeeper is upset because one guy isn't paying his bill. The guy having trouble can't afford to pay, but you can offer to help him. If you don't, the event ends. Saving the man earns his gratitude. He introduces himself as Clyde before heading off. Leave Krosse, then turn around and come right back in for another Private Action. (Enables PA Krosse05)

**Krosse05: Celine****LOCATION:**
Inside restaurant**REQUIREMENTS:**
Viewed PA Krosse04

Walking into the western district starts the PA. Clyde and Celine bump into each other again. This time you don't need to do anything; just watch. (Enables PA Krosse06)



Krosse06: Celine

LOCATION:
East alley

REQUIREMENTS:
Viewed PA Krosse05

Take the eastern road and walk to the end of the alley. It's empty, but as you turn to exit, Clyde and Celine approach. Hide and eavesdrop on the event.

After Clyde leaves, you can choose to force Celine to follow him or let her leave. Forcing Celine to act on her feelings boosts friendship with Rena, and a special ending for Celine is unlocked.

Choice:

(First Option): Rena ↔ Celine FP+4; Special Celine/Clyde ending unlocked.

Krosse07: Three-Eyed Man

PROTAGONIST:
Either

LOCATION:
Street heading north to Krosse Castle

REQUIREMENTS:

Occurs after Celine joins the party, but ends after rescuing the children kidnapped from Marze

A mysterious three-eyed man runs past. Though seemingly insignificant, viewing this PA is required for recruiting Opera and Ernest later.



Krosse08: Ashton & Preci

LOCATION:
West side of town

REQUIREMENTS:
Ashton and Preci in the party, must have at least 100 Fol

Choice:

"You can do this, ASHTON!": Receive a Music Box and 19900 Fol; Ashton → Preci FP-1 RP+4; Preci → Ashton FP+2 RP+4
"Hold on a minute, PRECIS!": Receive a Music Box for 100 Fol; Ashton → Claude FP-1 RP-1; Claude → Ashton FP-1; Ashton ↔ Preci FP+2

Enter the shopping area in Krosse City to overhear a transaction between Ashton, Preci, and a merchant. In order to trigger this PA you must possess 100 Fol, which Ashton gives the merchant. When the merchant makes a mistake in counting change, Preci argues to take advantage. Allowing Ashton to handle the situation on his own engenders camaraderie between he and Preci, and the party greatly benefits. Choosing the second option may be more honest, but everyone gets mad at each other. The whole situation is the merchant's fault anyhow, so why not take advantage?



Krosse09: Preci

LOCATION:
West end of town

REQUIREMENTS:
Preci is in the party

Choice 1:

"I've got to stop PRECIS fast!" Go to Choice 2.
"This might be fun to watch." Receive an Aphrodisiac.

Choice 2:

"Well, in that case, sure.": If you have 2000 Fol, pay that much for Heavy Ring (x2); With less than 2000 Fol, receive a free Keen Kitchen Knife. Claude ↔ Preci RP+2
"No thank you!": Claude ↔ Preci RP+2

Krosse10: Ashton and Welch

PROTAGONIST:
Either

LOCATION:
Krosse Central Park near the entrance

REQUIREMENTS:

Ashton and Welch are in the party

Choice:

"I'd love to see it!": Welch → Protagonist FP+1 RP+1; Welch → Ashton FP+1 RP+1; Protagonist → Ashton FP+1
"I'll pass.": Ashton → Protagonist FP+1 RP+1; Welch → Protagonist FP-1 RP-1

Welch has taught Ashton, Creepy, and Weepy a new song and the only way to make her happy is to listen to it. After choosing the top option, speak to Welch again afterward if you wish for Ashton and his twin dragons to sing again.



Krosse11: Bowman

LOCATION:
Outside the church

REQUIREMENTS:
Bowman is in the party

Bowman and Claude discuss Claude's taste in women.



Krosse12: Bowman

LOCATION:
Outside the church

REQUIREMENTS:
Bowman is in the party

Approach the church in Krosse when Bowman stands outside. Consider saving, watching this scene, and then loading from your previous save to skip this, unless you want Rena to get upset at Claude and Bowman. When she sees them, you get to choose her response. No matter what you choose, she loses 1 FP and 1 RP for both Bowman and Claude. Go ahead and reload if this bothers you! This scene isn't required for any future events.

Rena → Claude FP-1 RP-1
Rena → Bowman FP-1 RP-1



Krosse13: Dias and Noel

LOCATION:
Krosse Central Park near the entrance

REQUIREMENTS:
Used Save Point at Phynal 8F

Return to Krosse via VR Expel and trigger this scene when both Dias and Noel are in the party to proliferate relationships.

Rena ↔ Dias RP+1



KURIK



Kurik01: Philla

PROTAGONIST:
Either

LOCATION:
Fountain Square

REQUIREMENTS:

Available before Kurik is destroyed

A strange woman makes dire predictions at Fountain Square. Pickpocket her to obtain a Sprite's Bracelet. Equipping this accessory on any character allows the party to receive extra items while walking. However, learning the Pickpocketing specialty before this early stage in the game is very expensive and difficult, adding hours to your game time. Viewing this unlocks PA Centropolis12, which becomes available after using the Save Point in Phynal 8F. (Enables PA Centropolis12)



MARZE





Marze01: Rena

LOCATION:
Next to Celine's house in the east section

REQUIREMENTS:
Before the Lacuer Armory Contest

Choice:

"You're right.": Claude → Rena FP+1; Rena → Claude RP+1
"Maybe. I dunno.": No change.

Be sure to have several thousand Fol on hand before triggering PAs in Marze. Abhima sells fantastic accessories, but not until you leave town. Then Abhima never appears again. Additionally, many items he offers are not available again until very late in the game.



Abhima the Jeweler

SALE ITEM	FOL
Silver	200
Gold	300
Sapphire	800
Ruby	400
Green Beryl	500
Crystal	500
Silver Cross	3000
Amulet of Antivenin	5000
Amulet of Freedom	6000
Sacrificial Doll	5650
Regeneration Ring	6500
Purple Amulet	14000
Prism Ring	6200



Marze02: Claude

LOCATION:
Bench near Village Elder's Home

REQUIREMENTS:
None

Choice:

"A deep, blue sky": Claude → Rena RP+1; Rena → Claude FP+1 RP+1
"When the sky turns red at sunset": Claude → Rena FP+1
"A dark sky full of twinkling stars": Claude ↔ Rena RP+2

Start a Private Action near Marze. Claude is near the entrance to the Forest of Symbols, gazing at the sky again. He asks what kind of sky Rena likes the most.



Marze03: Ashton

LOCATION:
Outside the food shop

REQUIREMENTS:
Occurs after recruiting Ashton, before the Lacuer Armory Contest

Choice:

"Creepy's stronger.": Ashton → Claude FP-1
"Weepy's the stronger one.": Ashton → Claude FP+1
"Both are equally strong.": Claude ↔ Ashton FP+1
"I thought you two were a team!": Claude ↔ Ashton FP+1; Claude/Ashton → Rena FP-1

Claude finds Ashton outside the food shop in Marze, where Creepy and Weepy are arguing once again. Claude's decision determines whether he can settle the fight amicably, or whether Rena has to get involved.



Marze04: Rena

LOCATION:
Entrance to Elder's house in west side of town

REQUIREMENTS:
After visiting Hilton, before the Lacuer Armory Contest ends

Choice:

"Your powers have saved me so many times.": Claude → Rena FP+1 RP+1; Rena → Claude RP+1
"Your powers might not be normal...": Claude → Rena RP+2; Rena → Claude FP+1 RP+2
"A monster? You're no ASHTON.": (Option available if Ashton is in the party): Rena → Ashton FP+1 RP+2; Claude → Ashton FP-1,

Marze05: Precis

PROTAGONIST:
Either

LOCATION:
Inside the item shop

REQUIREMENTS:

Precis is in the party, Lacuer Armory Contest not yet underway

Choice:

"Next time. I promise.": Precis → Protagonist FP+1; PA Princebridge05 available
"That's a kid's game.": Precis → Protagonist FP-1

Precis is feeling antsy inside the Marze item shop. Choose the top option to score points with Precis and also to unlock another PA in Princebridge later in the game.



Marze06: Precis

LOCATION:
West end of town

REQUIREMENTS:
Precis is in the party, Lacuer Armory Contest not yet finished

Choice:

"Yeah, you're right.": No change.
"You're still a kid too, PRECIS.": Claude → Precis FP-1; Precis → Claude FP-2
"Machinery might turn out that way, too.": Claude → Precis RP+1; Precis → Claude RP+2

Precis is arguing with Colin about the importance of machinery versus symbology in an ever-changing world. Claude has a chance to score some Romance Points with her by choosing the third option when the time comes.



Try to enter the Village Elder's Home on the west side of town, and Claude bumps into Rena, where she has just learned something disturbing. Claude tries to make Rena feel better either way, but scores more points with the second option. If Ashton is in the party Claude can lay it off on him, engendering trust between Ashton and Rena but lowering Claude's opinion of him.



Marze07: Bowman

PROTAGONIST:
Either

LOCATION:
Celine's home

REQUIREMENTS:

Celine is not in the party, Bowman is in the party

Stop by Celine's house after recruiting Bowman in Linga to introduce him to your old acquaintance. Following the conversation, speak to Celine again to receive a Holy Ring.

Speak to Celine after scene: Receive a Holy Ring.



Marze08: Dias

LOCATION:
East entrance

REQUIREMENTS:
Dias is in the party

If you can take a break from events at the Front Line Base after recruiting Dias, sail back to Krosse and revisit Marze to help Claude's and Dias's relationship strengthen.

Rena → Dias FP+1 RP+1; Claude ↔ Dias FP+3



Marze09: Leon and Noel

LOCATION:
Outside Village Elder's Home

REQUIREMENTS:
Leon and Noel in the party, used Save Point at Phynal 8F

Choice:

"Must...pet...cat ears!": Claude → Leon FP+2 RP+2; Noel → Leon FP+2 RP+2
"I think I'll control myself.": Leon → Noel FP+2 RP+2

Noel gets a chance to scratch Leon's big furry ears and Claude thinks it looks like fun. But is it really okay to join in? It is!



Marze10: Ernest

LOCATION:
East entrance

REQUIREMENTS:
Ernest is in the party, used Save Point at Phynal 8F

Choice:

(First Option): Rena ↔ Ernest FP+1 RP+1
(Second Option): Ernest → Rena FP-1 RP-1

Upon meeting Ernest near the east entrance in VR Expel, choose the first dialog option so that he doesn't despise you.

HARLEY



Harley01: Suspicious Warehouse

LOCATION:
Warehouse near entrance

REQUIREMENTS:
None

Explore the warehouse right next to the town entrance. Exit, and Rena stops as she hears something going on inside. Go back inside to help. Several thugs are threatening a young man named Yoole. He acts like he doesn't need anyone's help, although it sure didn't look like that a moment ago. (Enables PA Harley02)



Harley02: Yoole

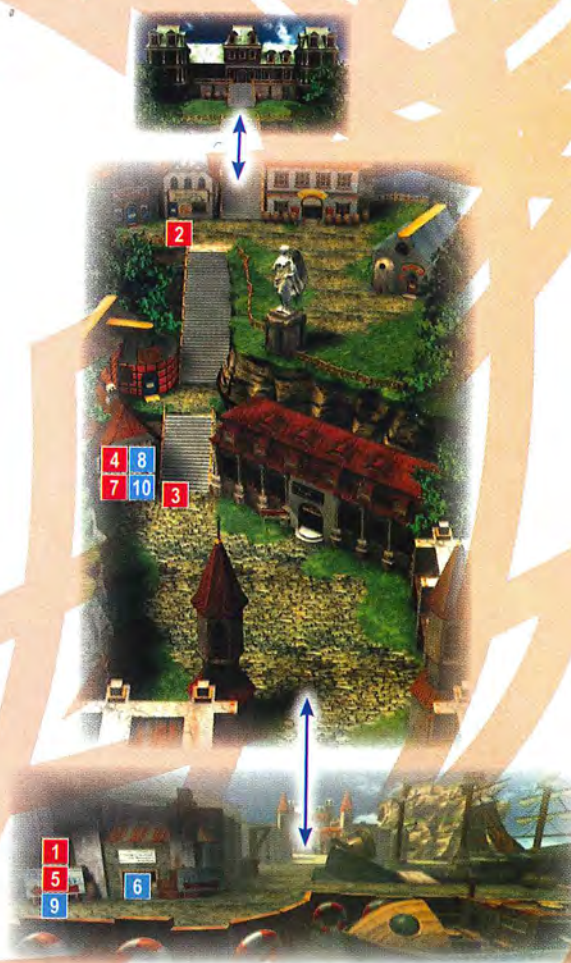
LOCATION:
Antique Shop

REQUIREMENTS:
Viewed PA Harley01 and agreed to help stop the thugs

Look for Yoole in the Antique Shop. He talks to Rena for a few minutes, then they part. Try to exit Harley and see what happens next.

Rena ends up in Zandor's Mansion. Leave the room where Rena wakes up and go right. Climb the stairs and look for Yoole. You'll soon have to fight a duel between Rena and Zandor. Zandor has 6000 HP. Don't stop to heal during this fight; Rena takes too long to cast the spells and Zandor happily interrupts her. Instead, use healing items and slap down Zandor with melee and spells. The rewards for the battle are 10000 Fol, 2000 EXP, and a Magic Gumdrops. Also, affection points are awarded as follows:

Zandor defeated: Claude ↔ Rena FP+1
Zandor wins: Rena → Claude RP-3; Rena → Bowman RP-3; Rena → Dias RP-3; Rena → Ashton RP-3; Rena → Ernest RP-3;





Harley03: Ashton

LOCATION:
Outside Eleanor's Home

REQUIREMENTS:
Ashton is in the party

Proceed to the northern part of town and look for Ashton. He enters a small building on the left side of the map. This is where Eleanor lives. She's a sick young girl and Ashton agrees to stay for a while and tell her some stories.

Try to leave town afterward. Ashton stops Rena and asks for her help. She tries to heal Eleanor. Then you can leave Harley. (Enables PA Harley04)



Harley04: Ashton

LOCATION:
Inside Eleanor's Home

REQUIREMENTS:
Viewed PA Harley03

After leaving town, start another PA and return to Eleanor's Home. Her illness continues to worsen, and healing just doesn't cut it. Rena speaks with Eleanor's doctor. There is an Herb that might help; it's called Metorx. If only you can find some... (Enables PA Harley05)



Harley05: Ashton

LOCATION:
Entrance of Harley

REQUIREMENTS:
Viewed PA Harley04

Ashton's Affection for another character 11 or less:
Rena ↔ Ashton FP+4; Ashton → Celine FP-4;
Ashton → Precise FP-4; Enables Ashton special ending
Ashton's Affection for another character 12 or more:
Rena ↔ Ashton FP+2

Before initiating this PA at Harley, take a brief detour and go out to the Lasgus Mountains located west of Krosse. The Metorx isn't hard to find. A small trail leads east from the first screen. The Metorx is in a small nook. Pick the Herb and bring it back to Harley.

Initiate a Private Action and see Eleanor in full recovery. This gives you a chance to steal a Sterile Glove from the doctor. Completing this event also secures a special ending for Ashton.



Harley06: Young Girl

LOCATION:
Inside the warehouse

REQUIREMENTS:
Viewed PA Lacuer01, selected
"I can't just leave her alone."

Choice:

"I shouldn't get involved.": Leave the area and return to fight Untrained Assassins (x3); Enables PA Linga01 (or leave town to cancel)

"I can't just leave her alone.": Fight Untrained Assassins (x3); Enables PA Linga01

Having selected the second option in the Lacuer01 PA, initiate a PA at Harley and search the warehouse by the entrance. The Young Girl previously met in Lacuer is hiding behind the shelves in the forefront. Speak to her to initiate a choice. The first option proves more beneficial. After selecting it, leave the warehouse and return to find her in the clutches of three Untrained Assassins. You must defeat them to save her, but their standard attacks inflict paralysis. If Claude is paralyzed, the battle ends and his HP drops to 1 (regardless of what it was at battle's end). Therefore, it's a good idea to save outside Harley before initiating this Private Action and equip Claude with an Amulet of Freedom. This accessory is widely unavailable in the early part of the game. The easiest way to get one is to pickpocket one from a Youth in Salva. The Untrained Assassins still have 6000 HP each, so use special arts repeatedly and heal with Blueberries. This is a good fight worth 2100 EXP, 30000 Fol, and three Neo Greaves or Blessed Plate Armors. After the battle, the Young Girl flees to Linga.



Harley07: Opera

LOCATION:
Outside Eleanor's Home

REQUIREMENTS:
Opera is in the party, Seventh Ray weapon possessed

Approach Eleanor's house. Opera finds Eleanor's handkerchief and goes inside. Follow her into the house and go upstairs. Eleanor and Opera talk. If you leave the house, nothing happens between the characters. This PA changes if Opera possesses the Seventh Ray weapon. Prior to triggering this Private Action, teach Opera the Customize specialty and create the Seventh Ray (White Clip + Rainbow Diamond) in order to change this scene for the better. If you go into the room and speak with Opera and she possesses the Seventh Ray, both characters gain Friendship Points with each other.

Seventh Ray in possession: Rena → Opera FP+2;
Opera → Rena FP+1

Seventh Ray not in possession: Seventh Ray dialog does not occur



Harley08: Bowman

LOCATION:
Outside Eleanor's Home

REQUIREMENTS:
Bowman is in the party

Bowman decides to take the steps necessary to cure the sick girl Eleanor in Harley. After this scene, you can head directly to Linga to continue the cycle. (Enables PA Linga11)



Harley09: Bowman

LOCATION:
Inside Eleanor's house

REQUIREMENTS:
Viewed PA Linga11, obtained Metorx plant

Choice:

(First Option): Enables PA Harley10
(Second Option): Claude ↔ Bowman FP+2

Stop by the Lasgus Mountains on your way back from Linga, and follow the east path to find the Metorx Herb in a small nook along the route. Then return to Harley and trigger this scene. Choose the top option to keep going, or the second one to cut your losses for slightly less FP.



Harley10: Bowman

LOCATION:
Inside Eleanor's Home

REQUIREMENTS:
Viewed PA Harley09 and chose the top option, visited Hoffman Ruins

Even after all of Claude and Bowman's hard work, there is a 20% chance that the compound Bowman administers to Eleanor won't work. However, this only slightly alters the Friendship Points gained.

Eleanor is cured (80% chance): Claude ↔ Bowman FP+3
Cure doesn't work (20% chance): Claude ↔ Bowman FP+2

HILTON



Hilton01: Clyde

LOCATION:
Near the boat outside the bar

REQUIREMENTS:
Celine is not in party, before completing Bowman's quest

Choice:

Select the last option to obtain a Ring of the General.

Speak to Clyde, the young blonde-haired man outside the Hilton bar, and listen to his situation. When presented with a choice, select the bottom option to receive a Ring of the General. Otherwise, the choices do not alter Affection points. Also note that you may pickpocket Clyde to obtain a Gold Crown.



Hilton02: Young Boy

LOCATION:
The boy standing by the boat outside the bar

REQUIREMENTS:
Claude knows the Pickpocketing specialty

The only way to initiate this scene is to successfully pickpocket the Young Boy by the boat across from the bar. The subsequent choices do not affect character relationships, so just complete the scene.



Hilton03: Young Girl

LOCATION:
Outside the Skill Guild

REQUIREMENTS:
Complete before the end of the Lacuer Armory Contest

Choice:

(Agree to help): Speak to any of the following while searching and earn: Claude → Rena FP+2; Celine → Rena FP+2; Ashton → Rena FP+2; Precise → Rena FP+2
(Refuse to help): All party members → Rena FP-1

Speak to the little girl outside the Skill Guild. Promise to help her find her mommy. Speak with the other characters in your party while you are searching to raise their Friendship Points. The mother is in the rightmost room at the inn.



Hilton04: Celine

LOCATION:
Outside the bar

REQUIREMENTS:
Celine is in the party

Choice:

Say that you don't think Celine is dating anyone and you'll get +FPs with her.
Say that she is seeing someone and you'll lose FPs with her.

Celine stands not too far away from the inn and the food stand. She's thinking about past acquaintances. Sure enough, one of her old buddies comes to town. She and Armana talk for a little while Rena listens in. When the subject of dating comes up, Rena gets to speak up.

Hilton05: Celine

PROTAGONIST:
Either

LOCATION:
Inside the inn, second room in west wing

REQUIREMENTS:
Celine must be in the party

Choice:

"Um, sorry, what?": If Claude is the protagonist, then Claude ↔ Celine FP-1; If Rena is the protagonist, then Rena → Celine FP+2, Celine → Rena FP+4
"You're worrying too much.": If Claude is the protagonist, then Claude ↔ Celine FP-2, RP-2; If Rena is the protagonist, then Rena ↔ Celine FP-1

During this Private Action, enter the inn and head west until the protagonist hears Celine talking to herself inside her room. Fortune ducks out and Celine detects a presence in the corridor. When she emerges from her room, she receives the answer given differently based on the gender of the protagonist.



Hilton06: Ernest

LOCATION:
Outside the inn

REQUIREMENTS:
Ernest must be in the party

Choice:

(First Option): Ernest ↔ Opera RP+2; Rena ↔ Ernest FP+1; Rena ↔ Opera FP+1
(Second Option): Rena ↔ Ernest FP+1 RP+2; Opera → Rena FP-2 RP-2

Opera has big plans to woo her mentor, Ernest. However, if Rena speaks unfavorably, Opera turns on her like a switch.

Hilton07: Ernest

PROTAGONIST:
Either

LOCATION:
Inside the bar

REQUIREMENTS:
Viewed PA Linga09, Ernest is in the party

Triggering this scene actually requires that Bowman also be in the party, and that the Visseya bosses at Sacred Grounds be defeated. After meeting all criteria and viewing PA Linga09, return to Hilton and stop by the bar to view this scene. (Enables PA Lacuer06)



Hilton08: Celine and Leon

LOCATION:
Inside the bar

REQUIREMENTS:
Celine and Leon in the party,
used Save Point at Phynal 8F

Choice:

"I think you're wrong about that.": Leon → Claude FP+2 RP+2;
Celine → Leon FP-2 RP-2
"(You can do this, LEON!)": Claude → Leon FP+1 RP+1;
Celine ↔ Leon FP+3 RP+3

Claude finds Celine in the midst of giving Leon some really poor advice about girls. Stepping in causes Leon to admire Claude more, but Celine gets angry at him. Letting Leon handle it on his own improves the relationship between Celine and Leon, and Claude also gains some points for the little Fellpool.



Hilton09: Ladies at the Inn

LOCATION:
Inside the inn, second room to the east

REQUIREMENTS:
Celine is in the party, used Save Point at Phynal 8F

Choice:

"Leave like a gentleman.": No change.
"Charge in like a man.": Opera → Claude FP+2 RP+1;
Welch → Claude FP+2 RP+1

Heading down the east corridor inside the Hilton Inn, Claude stumbles upon a conversation that threatens to unbalance all his manly libido. As any man can tell you, there's only one thing you can do when coming upon any such situation: Charge in like a man. Doing so causes Opera and Welch to gain some admiration for Claude's perverted determination, if either is in the party.



Hilton10: Bowman and Leon

LOCATION:
Inside the bar

REQUIREMENTS:
Bowman and Leon in the party, used Save Point at Phynal 8F

Completion of this scene requires that the party revisit VR Expel. Bowman and Leon do a little male bonding and grow closer in combat.

Bowman → Leon FP+2 RP+2; Leon → Bowman FP+1

LACUER CITY



Lacuer01: Young Girl

LOCATION:
Far east end of town

REQUIREMENTS:
Bowman's quest to find an Herb from Sacred Grounds not yet complete

Choice:

"I'm getting tired. I'll just leave her alone.": Enables PA Linga01.
"I can't just leave her alone.": Enables PA Harley06.

This PA is the first of a possible three-part saga involving a small runaway girl from Linga. Speaking to her in Harley after the Lacuer Armory Contest is the best time, since you can pick up the subsequent PAs in Harley or Linga immediately. For the more complete experience, the second option is recommended.



Lacuer02: Celine and Precs

LOCATION:
West side of Lacuer City

REQUIREMENTS:
Celine and Precs in the party,
Lacuer Armory Contest not yet finished

Choice:

(First 2 Options): Rena, Celine, Precs all FP+2 for each other; Rena → Claude FP+2; Celine → Claude FP+2;
Precs → Claude FP+2
(Third Option): Rena ↔ Celine FP-1; Rena ↔ Precs FP-1;
Celine ↔ Precs FP+2

Choose the first option during the scene so that the girls may share the ultimate bonding moment.



Lacuer03: Granny

PROTAGONIST:
Either

LOCATION:
West side of Lacuer City

REQUIREMENTS:
Registered for Lacuer Armory Contest, but Bowman's quest not yet complete

Choice:

"Sure, I don't mind.": Visit The Smith's Source and talk to the shopkeeper to receive Gold. Return it to Granny to receive a Star Ruby and a Rainbow Diamond.

"I'm in a bit of a hurry.": End event.

Keep the Gold: All party members → Protagonist FP-1

Granny stands just inside the western part of Lacuer City. Speak to her to learn that she's getting too old to get around and needs an errand runner. Choose the top option to take the job. Then head to the shops at the east end of Lacuer and speak to Nol, the shopkeeper at The Smith's Source located next to the publisher. Upon remembering Granny, he hands over a Gold. Return to Granny and speak to her again to receive a Star Ruby and a Rainbow Diamond. Failure to deliver the Gold before leaving town causes everyone to lose a Friendship Point for the protagonist.



Lacuer04: Welch

PROTAGONIST:
Either

LOCATION:
Path to Lacuer Castle

REQUIREMENTS:
After Lacuer Armory Contest, but Bowman's quest not yet complete, four or more party members (five or more if Leon is in party)

Choice:

First option ("Please join us" in Claude version): Welch joins the party; All same-gender characters FP+1 for each other, All males ↔ All females RP+1

Second option ("Okay, fine, you can join us" in Claude version): Welch joins the party; All same-gender characters FP+1 for each other, All males ↔ All females RP+1

Third option ("Something's not quite right" in Claude version): Choose this option 4 times and Welch will not join party.

After the Lacuer Armory Contest, initiate a Private Action at Lacuer City and head north toward the castle. If there are four or more party members (if Leon is in the party, five or more), then a weirdly dressed girl drops out of the sky and lands on the protagonist. After hurling threats and vague come-ons at the protagonist, Welch Vineyard offers to join. Welch is a melee fighter who uses comic cursor hands on sticks to attack enemies. At first, her attacks and special arts may seem very weak. But with repeated use, her special arts become absolutely devastating, making Welch one of the best melee fighters in the game. Besides that, her other PAs are highly entertaining! Choose the first option to bring Welch into the party with FP and RP bonuses. After the scene, Welch joins the group when you exit town.



Lacuer05: Welch

PROTAGONIST:
Either

LOCATION:
Forlong's shop in east Lacuer

REQUIREMENTS:

Welch is in the party, after Lacuer Armory Contest, but Bowman's quest not yet complete

Choice:

"I need to stop WELCH!": Protagonist \leftrightarrow Welch FP+2 RP+1
"This ought to be fun.": Receive 50000 Fol

Recruiting Welch starts paying off immediately! Initiate another Private Action at Lacuer and head east through the shops area until the protagonist notices Welch arguing with Forlong, the weapon merchant. Choose the top option if you prefer to score relationship points with Welch. However, choosing the second option causes Forlong to bribe Welch with 50000 Fol!



Lacuer06: Welch

PROTAGONIST:
Either

LOCATION:
Inside the Savage Slayer Weapon Shop

REQUIREMENTS:

Welch is in the party, viewed PA Hilton07, used Save Point at Phynal 8F

The player simply has the option to view an extra scene with Welch following Ernest's previous scene at Hilton.

Lacuer07: Precis and Ernest

PROTAGONIST:
Either

LOCATION:
Outside Gamgee's hut

REQUIREMENTS:

Precis and Ernest are in the party, used Save Point at Phynal 8F

Choice 1:

(First Option): Go to Choice 2.
(Second Option): Ernest \rightarrow Protagonist FP-2 RP-2; If Claude is the protagonist, Claude \rightarrow Opera FP+1 RP+2; If Rena is the protagonist, Rena \rightarrow Opera FP+2 RP+1

Choice 2:

(First Option): Protagonist \leftrightarrow Precis FP+1 RP+1; Ernest \rightarrow Protagonist FP-2 RP-2; Ernest \rightarrow Precis FP-2 RP-2
(Second Option): Protagonist \rightarrow Ernest FP+1 RP+1; Ernest \rightarrow Protagonist FP+2 RP+2; Precis \rightarrow Protagonist FP-1

Precis wants to know what happens when Ernest's third eye is covered. Whether you find out or not is up to your protagonist, but be careful - it's going to cost you some Friendship Points!

Lacuer08: Dias and Welch

LOCATION:
Easternmost shopping area

REQUIREMENTS:
Dias and Welch are in the party

Choice:

(First Option): Dias \leftrightarrow Welch FP+1 RP+1; Rena \leftrightarrow Welch FP+2
(Second Option): Rena \leftrightarrow Dias RP+1; Welch \leftrightarrow Rena FP-1

Welch wants Rena and Dias to go shopping with her. When Dias refuses, Welch gets a little angry...to say the least!



Lacuer09: Ashton and Leon

LOCATION:
North side of entrance

REQUIREMENTS:
Ashton and Leon are in the party, used Save Point at Phynal 8F

Choice:

"Sounds all right to me.": Ashton \leftrightarrow Leon FP+2 RP+2; Claude \rightarrow Ashton FP+1; PA Fun City10 available
"Make him stop.": Claude \rightarrow Ashton FP+1 RP+1; Ashton \rightarrow Claude FP+2 RP+2

Ashton pleads with Claude to stop Leon from upgrading Creepy and Weepy. However, the twin dragons are in favor. Siding with Leon triggers an additional PA in Fun City with Ashton, so this is the obvious choice.



Lacuer10: Leon and Welch

LOCATION:
Western alley

REQUIREMENTS:
Leon and Welch are in the party, used Save Point at Phynal 8F

Choice:

"See what happens.": Leon \leftrightarrow Welch FP+2 RP+2
"Come on, WELCH, cut it out.": Claude \leftrightarrow Leon FP+2 RP+2; Welch \rightarrow Claude FP-1 RP-1; Welch \rightarrow Leon FP-1 RP-1

Leon is jealous of Welch's Handy Stick, and dying for a look. But his arrogant pride won't let him be friendly about it. The best option is to stand back and let Leon's nature take its course, so that he and Welch become more compatible in combat. If you take Leon's side and gang up on Welch, she gets mad at both boys during their male bonding moment.



LINGA



Linga01: Young Girl

LOCATION:
CSV Pharmacy

REQUIREMENTS:
Defended Young Girl in PA Harley06 or selected first option in PA Lacuer01: Receive nothing
Left Young Girl during PA Harley06, then returned to defend her: Receive a RIRICA

This PA concludes a 2-3 scene arc about a young runaway Claude tries to rescue, in spite of her resistance. Having previously viewed the Harley PA, if you chose "I shouldn't get involved" but then returned and defeated the Untrained Assassins, visit her in the shop. She appreciates your efforts by giving you a RIRICA. But if you wouldn't leave her alone in Harley or chose to leave her alone in Lacuer, then she still doesn't trust Claude and yells at him to get out. That's a fine reward!



Linga02: Precis

LOCATION:
Precis's laboratory

REQUIREMENTS:
Previously viewed PA Salva08

Choice 1:

"No, thank you.": Precis \rightarrow Claude RP+2
"Sure, thanks.": Go to Choice 2.

Choice 2:

"Finish the tea and leave.": Claude \leftrightarrow Precis FP-1
"Stay a bit longer.": No change.

Barging in on Precis and her father, Claude gets an unexpected invite to tea. The only way to score points with Precis is to let her make fun of Claude for being shy. Choosing the second option extends the scene to the next room, where things get even more uncomfortable. This time, points are lost for displaying bad manners.



Linga03: Rena in the Library

LOCATION:
Exit the Academy Library

REQUIREMENTS:
None

Enter the library at the north end of Linga. When you try to leave, Rena enters and speaks to Claude briefly. Follow her to the back of the library and speak to her again to accrue some Friendship Points as follows:



Claude \leftrightarrow Rena FP+4



Linga04: Precis

LOCATION:
Inside Precis's home

REQUIREMENTS:
Precis is in the party

After viewing a short scene inside Precis's home, head for the entrance to the town. Once there, Friendship Points garner between Precis and Rena, and a Meteorite is received.

Rena \leftrightarrow Precis FP+2; Received a Meteorite

Linga05: Precis

PROTAGONIST:
Either

LOCATION:
Outside the pharmacy

REQUIREMENTS:

Viewed Precis intro scene, Bowman is not in the party

Choice:

"Sure, why not.": All men \leftrightarrow All men, All women \leftrightarrow All women FP+1; All Males \leftrightarrow All Females RP+1; Precis joins the party
"No. This isn't about fun and games.": Precis cannot be recruited.

After meeting Precis during your first visit to Linga, reenter in Private Action mode and if you're Claude, you'll find her on the steps outside Bowman's pharmacy. If you're Rena, head toward the house in the southwestern corner of the village where you'll meet Graft, Precis's father. Following several scenes, Precis asks to come along on your journey. The first option engenders some Romance Points between all men and all women in the party, while Friendship Points accrue between the men and between the women. Exit town, and Precis joins the party as a permanent member.



Linga06: Suspicious Merchant

PROTAGONIST:
Either

LOCATION:
Outside the university

REQUIREMENTS:

Possess 1980 Fol or more

Choice:

"I think I'll buy one.": Buy a book for 1980 Fol.
"I'm not that interested.": No change.

A Suspicious Merchant is selling books outside the university. For 1980 Fol, he sells you one of three skill guidebooks chosen at random: Secrets of the Earth, Life in Nature, or Walls of the Soul. The truth is, you can write any of these books yourself with a Writing specialty having mastered Mineralogy, Biology, or Mental Science, respectively.



Linga07: Bowman

LOCATION:
Inside the library

REQUIREMENTS:
Bowman is in the party

Choice:

(First Option): Rena \leftrightarrow Bowman FP+2
(Second Option): No change.
(Third Option): Rena \rightarrow Bowman FP+2; Bowman \rightarrow Rena FP-1

Bowman offers Rena the opportunity to study at the university.



Linga08: Bowman

LOCATION:
Bowman's home

REQUIREMENTS:
Viewed PA Salva12

Use the upper entrance on the side of the pharmacy to get back inside Bowman's house. He gives the jewelry to Ninay that you helped him obtain in Salva! Seeing this increases Bowman's Friendship Points for Rena.

Bowman → All females RP-1; Bowman → Rena FP+2

Linga09: Bowman

PROTAGONIST:
Either

LOCATION:
Inside the library

REQUIREMENTS:

Bowman is in the party, defeated the three Visseyas at Sacred Grounds

Meeting up with Bowman at the library causes him to question recent events, and enables another PA involving Ernest in Hilton, if he's in the party. (Enables PA Hilton07)

Linga10: Ninay

PROTAGONIST:
Either

LOCATION:
Inside the pharmacy

REQUIREMENTS:

Viewed PA Arlia11, picked second option

Go to the pharmacy to talk to Ninay. You'll start a bit of trouble for Bowman, but luckily he doesn't hold a grudge about it, and neither does Ninay.



Linga11: Bowman

LOCATION:
In the library

REQUIREMENTS:
Bowman is in the party, viewed PA Harley08

This is the second in a chain of events required to cure the sick girl Eleanor in Harley. The Metorx plant now appears at Lasgus Mountains.

Claude ↔ Bowman FP+2; Enables PA Harley09



Linga12: Leon and Preci

LOCATION:
Outside Keith Krasner's Home

REQUIREMENTS:
Leon and Preci in the party, used Save Point at Phynal 8F

Choice:

"I think we need weapons.": Preci → Claude FP-1 RP-1; Preci → Leon FP-1 RP-1

"I think weapons are unnecessary.": Preci ↔ Leon FP+2 RP+2

Technical competition between Preci and Leon erupts into a debate over the need for weapons. Naturally, the kids immediately turn to Claude for input. This is another scene that is useful in raising the relationship between auxiliary characters.



CENTROPOLIS



Centropolis01: Opera

LOCATION:
Inside the inn

REQUIREMENTS:
Opera is in the party, Ernest is not in the party, Four Fields not clear yet

Choice 1:

(First Option): Score A
(Second Option): Go to Choice 2

Choice 2:

(First Option): Go to Choice 3a
(Second Option): Score B
(Third Option): Go to Choice 3b

Choice 3a:

(First Option): Score C
(Second Option): Score D
(Third Option): Score E

Choice 3b:

(First Option): Score F
(Second Option): Score C
(Third Option): Score E

Affection Point Outcomes: PA Centropolis01

SCORE	CLAUDE FP	OPERA RP	OPERA FP	CLAUDE RP
A	+2	+2	-1	-1
B	-1	0	-1	0
C	0	0	+2	0
D	0	0	-1	0
E	-1	-1	-1	-1
F	+4	0	+4	0

Following her failure to find her mentor Ernest on Expel, Opera is down and facing some tough questions. Your answers to her questions alter Friendship and Romance Points in various ways.



Centropolis02: Rena

LOCATION:
On the second floor of the inn

REQUIREMENTS:
Rena and Claude's Affection at 8 points or higher, Four Fields not clear yet

Choice 1:

"Sorry, RENA, I'm in a hurry.": Rena → Claude RP-1. Resume Choice below available.

"What's up, RENA?": Go to Choice 2.

Choice 2:

"You're definitely a Nedian.": Claude ↔ Rena RP+2 unless you follow Rena to 4F, in which case go to Choice 3.

"The only thing you are is our friend, okay?": Claude → Rena FP+2, Rena → Claude FP+2 RP+2

"I don't know either, RENA.": Claude ↔ Rena FP-1

Choice 3:

"Leave her alone.": Rena → Claude FP-2, RP-2
"Go to her anyway.": Claude → Rena FP-1, RP-1

Triggering an immediate PA after your arrival in Centropolis loads a scene at the inn. Head to the second floor and speak to Rena, who is confused and ambivalent about her role in Nede's history and the Ten Wise Men. During the first choice, the second option is nicer. However, this leads to Choice 2, which is very complex. The best answer in Choice 2 is the second option, "The only thing you are is our friend, okay?"



If you choose the first option, Rena runs upstairs. The best thing to do is exit town rather than go after her, at which point Rena appreciates Claude's consideration and Romance Points rise between the

two. But if you follow Rena upstairs, you trigger another short scene. Claude leaves after the scene, and again the best thing to do is exit Centropolis. If you try to go back, you'll face another choice. Either option lowers Friendship Points and Romance Points, so avoid triggering this choice at all costs.



Centropolis03: Chisato and Leon

LOCATION:

The corridor below the Nede Times in City Hall

REQUIREMENTS:

Leon is in the party, Chisato does not have to be in the party, obtained a Psynard

Choice:

"Calm them both down.": Leon → Claude FP+2 RP+1; Leon → Chisato FP+1 RP+1; Chisato → Claude FP+1 RP+2
"Ask for an interview.": Chisato → Claude FP-3 RP-3

Claude stumbles across Chisato interviewing Leon in the corridor outside the Nede Times office. When things get heated, he has to step in one way or the other. The nice thing to do, of course, is to try to calm the situation.



Centropolis04: Chisato and Welch

LOCATION:
Outside the inn

REQUIREMENTS:
Chisato and Welch are in the party, obtained a Psynard

Claude finds Chisato and Welch outside the Centropolis Inn having a daffy discussion about work environments. Chisato must definitely be in the party for this scene to occur and not in the recruitment stages. If you turned her down when she asked to join, this scene does not occur.

Welch ↔ Chisato FP+2 RP+1



Centropolis05: Chisato

LOCATION:
Inside the food shop

REQUIREMENTS:
Chisato is in the party

Choice:

"Guess you really like hard-boiled eggs.": Rena → Chisato FP+2 RP+2; Chisato → Rena FP-1 RP-1

"Do you cook a lot?": Rena ↔ Chisato FP+2

"That's quite a lot of eggs.": Rena ↔ Chisato FP+4

Chisato is inside the restaurant that's just off the main square. Rena talks with her for a moment, and Chisato tells Rena about her dinner plans. Choosing the first two options, results in Chisato continuing her shopping, but choose "That's quite a lot of eggs" for some major Friendship Points and an extra goofy dinner scene.

Centropolis06: Chisato

PROTAGONIST:
Either

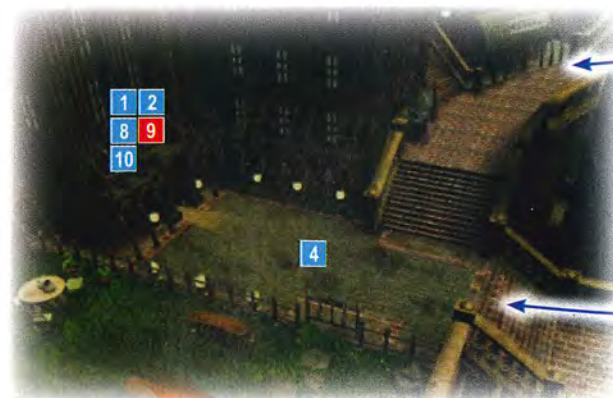
LOCATION:

At the Nede Times in City Hall

REQUIREMENTS:

Chisato is in the party, viewed all files at North City Library, spoke to Leifath in Princebridge

If Chisato is in the party, then you must activate a Private Action at Centropolis and speak to her in her office as part of the side quest to unlock the classified information at the library in North City. If she is not in the party, this scene can be triggered without entering Private Action. Viewing this scene unlocks PA Centropolis07. Simply leave town and initiate another PA to keep going. See Chapter 4: Extra Quests for more information. (Enables PA Centropolis07)



Centropolis07: Chisato**PROTAGONIST:**
Either**LOCATION:**

At the Nede Times in City Hall

REQUIREMENTS:
Viewed PA Centropolis06

This PA is required to reach the next step in the side quest to unlock the classified information at the library in North City. After this, return to the library and initiate the event where the Operator attempts to use the password. Then visit with Leifath and Parel in Princebridge to complete this side quest. See Chapter 4: Extra Quests for more information.

Centropolis08: Opera and Leon**LOCATION:**

At the bar inside the inn

REQUIREMENTS:

Opera and Leon in the party, visited Phynal Entrance but haven't fought the Wise Men at Fun City

Choice:

(First Option): Opera → Leon FP+2 RP+2; Leon → Opera FP+3 RP+3

(Second Option): Claude → Leon FP+1 RP+1; Opera → Claude FP-2 RP-2; Opera → Leon FP+1 RP+1

Opera and Leon discuss the state of Expel. Choose the top dialog option to raise affection between them, rather than let Claude steal the show.

Centropolis09: Noel**LOCATION:**

Top floor of the inn

REQUIREMENTS:

Noel in the party, visited Phynal Entrance but haven't returned to L'Aqua for the final assault on Phynal

Choice:

(First Option): Rena → Noel FP+2 RP+2

(Second Option): Rena → Noel FP+2 RP+2

(Third Option): Rena → Noel FP-1

Noel tells Rena about how much it bothers him that the Centropolis is a fabrication built only for people and doesn't include wildlife.

Centropolis10: Noel**LOCATION:**

Top floor of the inn

REQUIREMENTS:

Noel in the party, visited Phynal Entrance but haven't used Save Point at Phynal 8F

Choice:

"It's the same on my planet, Earth.": Claude → Noel FP+4 RP+2

"Is that because you're half-animal?": Noel → Claude FP-1 RP-1

Noel hides out in a hotel room on the top floor of the inn. That's because he resents Centropolis's industrial appearance and overgrowth. He feels like it represents all the reasons Nede failed. Since the second option would be an insult, wisely choose to compare Nede to Earth instead.

**Centropolis11: Claude****LOCATION:**

Northeast corner of entrance square

REQUIREMENTS:

Visited Phynal Entrance but haven't returned to L'Aqua

Choice:

"Leave him alone": No change.

"Go talk to him": Rena → Claude RP+2

"See what happens": Rena → Claude RP+2

Rena stumbles upon a pensive Claude. Though he seems down at first, it turns out that he is more motivated than ever.

Centropolis12: Philia**PROTAGONIST:**

Either

LOCATION:

City Hall lobby

REQUIREMENTS:

Viewed PA Kurik01, used Save Point on Phynal 8F

This encounter with Philia occurs if the party witnessed her scene at Kurik. Viewing this scene increases the attributes and HP of the final boss, Gabriel. Philia drops a Tear of Israfel as she leaves. This accessory will help against the final boss, but not much. See Chapter 4: Extra Quests for more information about Gabriel's unlimited form.

**NORTH CITY****North City01: Celine****LOCATION:**
Inside the inn**REQUIREMENTS:**

Occurs prior to finishing the Four Fields, Celine is in the party

Choice 1:

"I think I'll pass.": Claude → Celine FP-1

"Sounds like fun!": Go to Choice 2.

Choice 2:

"Could you tell me my fortune?": Celine → Claude RP-1

"Could you assess my training?": No change.

"Am I compatible with CELINE?": Claude → Celine FP+4, RP+2

Claude enters Celine's room at the North City Inn to find her consulting with a fortuneteller. Celine becomes offended if he doesn't at least give it a try. Naturally, the most important question to ask in front of Celine is one that involves her as well.

**North City02: Opera****LOCATION:**

Outside the Psynard Breeding Home

REQUIREMENTS:

Opera is in the party, Ernest is not in the party

Choice:

(First Option): Claude → Opera FP+2 RP+4

(Second Option): Claude → Opera FP+4 RP+2

(Third Option): Claude → Opera FP-1 RP-1

Claude finds Opera outside the Psynard breeding facility. Without interference, the two have a nice conversation about the stars...but is that all they're talking about?

**North City03: Rena****LOCATION:**

Inside the library

REQUIREMENTS:

None

Step into the North City Library to trigger a short scene between Claude and Rena, where she attempts to access the information in the database. But having never used a computer before, she accidentally reformats the hard drives and wipes out the library's records. Probably the funniest moment is when the developers ask you, the player, not to do this at home.

**North City04: Opera****LOCATION:**

Outside the Psynard Breeding Home

REQUIREMENTS:

Opera is in the party, Ernest is not in the party, Rena and Opera Friendship Points greater than 8, Rena and Claude Romance Points greater than 10

Choice:

(First Option): Claude → Opera FP+2 RP+4; Rena → Claude RP-2; Rena → Opera FP-2 RP-2

(Second Option): Claude → Opera FP+2 RP+4;

Rena → Claude RP+4; Rena → Opera FP+4 RP+4;

Opera → Claude FP+2 RP+2; Opera → Rena FP+4

This is Rena's perspective of Claude's PA North City02. Rena catches Claude and Opera having a romantic moment together and has the option to listen in or not. For the sake of your friendships and relationships, it's better to not listen in.

**North City05: Dias****LOCATION:**

Inside the inn

REQUIREMENTS:

Dias is in the party

Choice:

(First Option): Rena → Dias FP+2 RP+2

Dias is having a nightmare about his past and Rena must choose whether or not to wake him.

**North City06: Precia****LOCATION:**

Inside the inn

REQUIREMENTS:

Precia is in the party, Rena and Precia Friendship Points are 8 or greater

Choice:

(First or Second Option): Rena → Precia FP+4 RP+2

(Third Option): Rena → Precia FP+2 RP+4

Rena finds Precia running around town and they discuss what it was like growing up as an only child.

North City07: Ashton and Welch**PROTAGONIST:**

Either

LOCATION:

Inside the food shop

REQUIREMENTS:

Ashton and Welch are in the party

The protagonist stumbles upon Ashton and Welch in the food shop, as Welch splurges on items at Ashton's expense. The protagonist cringes as shy Ashton has trouble keeping his bearings in Welch's overbearing wake. During the scene, the party receives a number of items as follows: Receives Fruit x(20 - random number)

**North City08: Opera, Ernest, Welch****PROTAGONIST:**

Either

LOCATION:

Area near Psynard Breeding Home

REQUIREMENTS:

Opera, Ernest, Welch all in the party

Opera → Welch FP+2; If Claude is the protagonist, Claude → Welch RP-1

The protagonist overhears a private conversation between Opera and Welch where they discuss men. If Claude is the protagonist, he overhears some disappointing reviews.

**North City09: Ernest and Noel****LOCATION:**

Area near Psynard Breeding Home

REQUIREMENTS:

Ernest and Noel both in the party

Choice:

(First Option): Rena → Ernest RP+2; Noel → Rena FP-2 RP-1; Noel → Ernest FP-2 RP-1

(Second Option): Rena → Ernest RP+2; Noel → Rena FP-2 RP-1; Noel → Ernest FP-1 RP-1

(Third Option): Rena → Ernest RP+2; Noel → Rena FP+4 RP+2; Noel → Ernest FP+4 RP+2

Ernest and Noel are discussing the possible reasons for Noel to look the way he does. After a bit, they ask for Rena's opinion. If you want to stay on good terms with Noel and Ernest, be nice and choose the third option: "Maybe it's in your ancestry."

**North City10: Chisato****LOCATION:**

Second floor of the item shop

REQUIREMENTS:

Chisato is in the party, Chisato and Claude Romance Points 10 or more

Choice:

(First Option): Claude → Chisato FP-1 RP-1; Chisato → Claude FP-1 RP+2

(Second Option): Claude → Chisato RP+4

(Third Option): Claude → Chisato FP+2; Chisato → Claude FP+2 RP-1

Claude interrupts a mother-daughter conversation between Heath and Chisato. Select the second option so as not to cause any trouble.



North City11: Ashton and Chisato

LOCATION:
Inside the item shop

REQUIREMENTS:
Ashton and Chisato both in the party, obtained a Psynard

Rena → Ashton FP-2; Chisato → Ashton FP-2

While Chisato is organizing her jewelry, she finds a necklace she hasn't seen before. When she and Rena discover the owner, they get a little upset. Check with Ashton after.

NOTE: Viewing this scene automatically reduces the relationships between Ashton and Rena/Chisato. Therefore, it's not wise to view it at all.



North City12: Precis

LOCATION:
Grassy ring between the shops

REQUIREMENTS:
Precis in the party, visited Phynal Entrance

Choice 1:

"I guess so.": Claude → Precis RP+6; Precis → Claude RP+3
"Don't you mean 'troublemaker'?": Go to Choice 2.
"Don't tire yourself out.": Go to Choice 3.

Choice 2:

(First Option): Claude ↔ Precis FP+2 RP-1
(Second Option): Claude → Precis FP-1 RP-1;
Precis → Claude FP-2 RP-1

Choice 3:

"Your dad was a bit of a pain, wasn't he?": Claude → Precis FP-1 RP-1; Precis → Claude FP-3 RP-3
"Aren't you being a bit harsh?": Claude ↔ Precis FP+2
"(I think she needs a hug.)": Claude ↔ Precis FP+4 RP+8

Precis typically chases Robbie around the grass ring in the center of North City. Speak to her during Private Action to initiate a complex conversation with two possible branches. Follow the choices above carefully to score the most possible points with Precis.



PRINCEBRIDGE



Princebridge01: Ernest

LOCATION:
At the university, inside a lecture hall

REQUIREMENTS:
Ernest is in the party

Choice:

(First Option): Ernest → Claude FP-1
(Second Option): Claude ↔ Ernest FP+3
(Third Option): Claude ↔ Ernest FP+2

Claude and Ernest have an honest discussion about cheating on tests.



Princebridge02: Dias and Ernest

LOCATION:
Between the shops to the east

REQUIREMENTS:
Dias and Ernest are in the party

Choice:

(First Option): Rena ↔ Dias FP+1 RP+1; Rena → Ernest FP+1 RP+1; Ernest → Rena FP+2 RP+2
(Second Option): Dias → Rena FP-1 RP-1; Ernest → Rena FP-1 RP-1

The women of Princebridge have become smitten with Dias and Ernest and Rena has to decide how she feels about it all.



Princebridge03: Claude

LOCATION:
Eastern first floor hallway of the university

REQUIREMENTS:
Claude's Friendship Points for Rena higher than any other female party member, Claude and Rena Romance Points are 10 or higher

Choice:

(First Option): Claude → Rena FP+1 RP-1; Rena → Claude FP+1
(Second Option): Claude → Rena RP+1
Speak to Claude outside again after scene: Claude ↔ Rena RP+3

Claude has something to say to Rena, but he's having trouble finding the words.

Princebridge04: Chisato

PROTAGONIST:
Either

LOCATION:
In the university library

REQUIREMENTS:
Chisato is in the party

Perhaps the most important PA in the game, Chisato is researching in the Princebridge library and has uncovered the real answers to many of the lingering questions surrounding the plot.

Princebridge05: Precis

PROTAGONIST:
Either

LOCATION:
Upon initiating PA at Princebridge

REQUIREMENTS:
Picked "Next time, I promise" in PA Marze05

Choice:

Find Precis: Protagonist → Precis FP+1; Precis → Protagonist FP+2; receive Nuclear Bomb
Leave town without finding Precis: Precis → FP-2 RP-2

Precis is now ready to play the game of hide and seek that the protagonist promised back in the Marze05 PA. Her first hiding place is inside the university. Enter and head east, past Rena. Rena follows Claude, and tries not to give Precis away as she escapes.



Next, head upstairs to the university library. You must chase her around the bookshelves twice, then to the upper-left corner of the area where she will flee.



Return to town and move into the small alcove just below Noel's Home. Press the X button at this spot to find Precis. In appreciation for playing with her as promised, Precis hands you something she found on the ground...a Nuclear Bomb!



Princebridge06: Ernest

PROTAGONIST:
Protagonist: Either

LOCATION:
Location: University corridor

REQUIREMENTS:
Requirements: Ernest is in the party

Triggering this scene raises affection between everyone involved:

Claude, Rena, Ernest all FP+1, RP+1 for each other

Ernest and Claude discuss the ancient ruins of Earth. Though it seems Ernest was hilariously misinformed...

Princebridge07: Party Assembled in Room 103

PROTAGONIST:
Either

LOCATION:
Room 103 on the first floor of the university

REQUIREMENTS:
One or more out of Bowman, Ernest, Leon, or Noel is in the party, five or more party members



Princebridge08: Noel

PROTAGONIST:
Either

LOCATION:
Noel's Home

REQUIREMENTS:
Noel is in the party, Noel's Affection points for all party members is 10 or less, haven't yet completed the Four Fields

Choice:

Speaking to Noel after the scene: Protagonist → Noel FP-1

Stepping into Noel's home, the protagonist is surprised to find one of his students cleaning the place. The protagonist doesn't have much of a problem with this, unless you choose to speak to Noel again after the scene finishes. Doing so causes Noel to say something to make the protagonist uncomfortable and lose a Friendship Point for Noel.



Princebridge09: Ashton

LOCATION:
The second floor of the inn

REQUIREMENTS:
Ashton is in the party

Choice 1:

(First Option): Go to Choice 2.
(Second Option): Rena ↔ Ashton FP+1

Choice 2:

(First Option): Ashton → Rena RP+1; Rena → Ashton FP+1
(Second Option): Rena ↔ Ashton RP+1
(Third Option): Rena → Ashton FP+1; Ashton → Rena FP-1 RP-1

Ashton is concerned about astrology, since he believes that the addition of Creepy and Weepy have affected his birthday. It's up to Rena to put him at ease.



Princebridge10: Precis

LOCATION:
Item shop

REQUIREMENTS:
Precis is in the party

Choice:

"How about that 3-D Projector?": Claude → Precis FP+2 RP+2; Precis → Claude FP+1 RP+1
"How about that monitor?": Claude → Precis FP+2 RP+2; Precis → Claude FP+1 RP+1
"It's all a bunch of junk.": Claude ↔ Precis FP+1 RP+1

Claude stumbles upon Precis in the Princebridge Item Shop, browsing the bargain table. She's considering buying a present for her dad, but Claude just doesn't have the heart to tell her not to bother. Although Precis respects Claude's honesty, a few more points are scored by suggesting one of the first two options.



Scene completion: All party members FP+1 RP+1

After initiating this Private Action at Princebridge, if you can't find any party members in town, then head to the university. Follow the east corridor and enter the first door to find the party gathered in Room 103. This is a nice scene where the party generally has a good time discussing starting up their own school.

ARMLOCK



Armlock01: Ashton

LOCATION: In front of the food shop
REQUIREMENTS: Ashton is in the party

Choice 1:

"I'm a bit busy right now.": Claude \leftrightarrow Ashton FP-1
"Just the two of us?": Claude \rightarrow Ashton FP-1; Ashton \rightarrow Claude FP-1 RP-1

"Sure, why not?": Go to Choice 2.

"I'll have the Gift by the Seashore.": Claude \leftrightarrow Ashton FP+1

Choice 2:

"I'll try the Unforgettable Memories.": Claude \leftrightarrow Ashton FP+1

"How about this Racing Heart?": Claude \leftrightarrow Ashton RP+1, triggers PA Armlock03.

Ashton stands outside "The Kitchen Knife" restaurant in Armlock and wants to have tea with Claude. The first two options in the first choice hurt his feelings, so it's best to go along. When the waitress takes your order, the drink requested determines what happens next. Choosing the third option, Racing Heart, engenders Romance Points with Ashton and unlocks a PA with Rena.



Armlock03: Rena

LOCATION: Starts when you initiate Private Action
REQUIREMENTS: Ordered a Racing Heart in PA Armlock01 previously

Choice 1:

"Sure, why not?": Go to Choice 2.
"I don't like sweet things.": Rena \rightarrow Claude FP-1 RP-1; Rena \rightarrow Ashton FP+1

Choice 2:

"I'll have whatever you're having.": Claude \leftrightarrow Rena RP+2
"Definitely strawberry shortcake.": Claude \leftrightarrow Rena FP+1, RP+1
"Could I have a Racing Heart?": Claude \leftrightarrow Rena FP+2, RP+3



Armlock02: Precs

LOCATION: Second floor of the inn
REQUIREMENTS: Precs is in the party

Choice:

"RENA.": Claude \rightarrow Precs FP+1; Precs \rightarrow Claude RP-1
"PRECIS.": Claude \rightarrow Precs FP+1; Precs \rightarrow Claude FP+2, RP+1
"Um, ASHTON?" (if Ashton is in the party) or "Um, LEON?" (if Leon is in the party, Ashton is not): Claude \rightarrow Precs FP-1; Precs \rightarrow Claude FP-1 RP-2
"Sorry, I can't tell." (appears only if Ashton and Leon are both in party): Claude \rightarrow Precs FP+1; Precs \rightarrow Claude FP+1 RP+2

Hoping to play a little trick, Precs sneaks up on Claude and covers his eyes with her hands as he's ascending the stairs to the inn. The childish sound of her voice is not hard to forget, but she appreciates it if Claude guesses it's her. The options available change based on whether Ashton and/or Leon are also in the party.



Having viewed PA Armlock01 with Ashton previously, Rena approaches Claude during the next PA at Armlock. Claude has to play this one very carefully, because Rena's heard from Ashton how they previously shared a lover's drink and, well, she's a bit worried. After all, what if Claude doesn't like girls? To see something truly funny regardless of the damage to your relationship, refuse to go with her when she asks. Then you can go to the restaurant and view a funny scene between Rena and Ashton. But to set her mind at ease, agree to go with her. Order up another Racing Heart to score highly.



Armlock04: Ernest and Leon

LOCATION: Inside the bar/inn
REQUIREMENTS: Leon and Ernest are in the party, viewed PA Fun City02

Choice:

(First Option): Claude \rightarrow Leon FP-1 RP-1; Leon \rightarrow Claude FP-2 RP-2; Ernest \rightarrow Claude FP+1 RP+1
(Second Option): Ernest \leftrightarrow Leon FP+1 RP+1

Head upstairs to the inn and on your way back down Claude will encounter a conversation between Ernest and Leon.



Armlock05: Dias

LOCATION: Inside the food shop
REQUIREMENTS: Dias is in the party, Claude and Dias Friendship Points are 8 or higher

Choice:

(First Option): Claude \leftrightarrow Dias FP+2 RP+2
(Second Option): Claude \leftrightarrow Dias FP-1 RP-1

Rena finds Claude and Dias eating a couple of sundaes.

Armlock06: Precs and Welch

PROTAGONIST: Either
LOCATION: Mirage's lab

REQUIREMENTS: Precs and Welch are in the party, Welch knows the Iron Fist special art

Following a short scene where Precs and Welch experiment in Mirage's lab inside her house, Welch learns Mithril Fist, an upgraded form of Iron Fist.



Armlock07: Ernest and Welch

PROTAGONIST: Either
LOCATION: Outside the weapon shop

REQUIREMENTS: Ernest and Welch are in the party

Choice:

(First Option): Ernest \leftrightarrow Welch FP-1 RP-1; Welch \rightarrow Protagonist FP-1 RP-1
(Second Option): Ernest \leftrightarrow Welch FP+1 RP+1

Ernest is suspicious of Welch. Make things better by putting his fears at ease.



Armlock08: Leon

LOCATION: Inside Mirage's house
REQUIREMENTS: Leon is in the party, after defeating Metatron in Armlock

Choice:

"Are you feeling homesick?": Claude \rightarrow Leon FP+3, RP+1; Leon \rightarrow Claude FP+3
"Yeah. Pretty amazing, isn't it?": Claude \leftrightarrow Leon FP+3
"Well, a lot has happened.": Leon \rightarrow Claude FP-1

Leon feels like having another talk with Claude, in which he admits to missing Expel and his mom and dad. The only way Claude can be truly reassuring is by being direct about Leon's feelings.



Armlock09: Precs and Ernest

PROTAGONIST: Either
LOCATION: Upon initiating PA at Armlock

REQUIREMENTS: Precs and Ernest are in the party

Choice:

All party members for each other: FP+1 RP+1

Ernest and Precs discuss the Sorcery Globe. If playing as Claude with Leon in the party, Leon will participate in the discussion as well.



Armlock10: Precs

LOCATION: Inside Mirage's study
REQUIREMENTS: Precs is in the party, occurs after visiting the Symbological Weapons Laboratory but before training in Fun City

Choice:

"Did you find something interesting?": Claude \leftrightarrow Precs RP+1

"That machine is called...": Claude \leftrightarrow Precs RP+2

"I'll just leave her alone.": End scene.

Claude finds Precs in Mirage's lab, but she's too wrapped up in trying to unravel the intricacies of the machinery to notice him. The only way he's going to command her attention is by choosing the second option and identifying the machines for her.



Armlock11: Precs

LOCATION: Inside Mirage's study
REQUIREMENTS: Precs is in the party, occurs after visiting the Symbological Weapons Laboratory but before training in Fun City

Rena \leftrightarrow Precs FP-1

This is identical to the Claude version of the same scene, except there are no dialog choices and FP are lost automatically.

FUN CITY



Fun City01: Rena

LOCATION: Inside the fortunetellers' parlor
REQUIREMENTS: Rena and Claude's total Romance Points are 12 or higher

Choice 1:

"I just came in.": Rena \rightarrow Claude RP-2
"I saw the whole thing.": Go to Choice 2.

Choice 2:

"I'm really glad you think of me like that.": Claude \rightarrow Rena FP-1 RP-1; Rena \rightarrow Claude FP+4
"It's not like I care or anything.": Claude \rightarrow Rena RP-1; Rena \rightarrow Claude FP-2, RP-1
"You shouldn't believe all that hocus-pocus.": Rena \rightarrow Claude FP+4, RP+2

This PA only happens if Rena and Claude's relationship is far enough along to handle the truth. First off, Rena only believes the truth, which is that Claude heard what the fortuneteller said. Admitting you saw the whole thing leads to Choice 2, where choosing the third option and being frank with Rena is the best.





Fun City02: Leon

LOCATION:
Inside the bar

REQUIREMENTS:
Leon is in the party, his Friendship Points for Claude are 8 or higher, participated in Cooking Master at least once

Choice 1:

"Sure, what's up?": Leon → Claude FP+2; Speak to a female party member,
"I'm in a bit of a hurry.": Leon → Claude FP-2

Choice 2:

"Relay what LEON told you": View Choice 2 Option 1 table.
"Call LEON here to tell her himself": View Choice 2 Option 2 table.

Exit town without speaking to a female party member:
Claude → Leon FP-2; Leon → Claude FP-4

Choice 2 Option 1 Results

FEMALE	LEON FOR THE GIRL	THE GIRL FOR LEON
Rena	RP+3	RP+3
Celine	RP-2	RP+3
Opera	RP+3	RP+3
Precis	RP-2	RP-2
Chisato	RP+3	RP+3
Welch	RP-2	No change.

Choice 2 Option 2 Results

FEMALE	LEON FOR THE GIRL	THE GIRL FOR LEON
Rena	RP-2	RP+3
Celine	RP+3	RP+3
Opera	RP-2	RP+2
Precis	RP+3	RP+3
Chisato	RP-2	RP+2
Welch	RP+3	RP+3

After trying out the Cooking Master mini-game at least once, activate this Private Action at Fun City and speak to Leon in the bar. Leon admits that he likes all of the girls in the party, and wants to tell one of them. He leaves it up to Claude to determine which one he should tell. Agreeing to go along with it scores 2 Friendship Points with Leon.



Locate the girls in Fun City, and then decide which one you want to tell. Speak only to the girl you wish to hook up with Leon.



The scene shifts to the Cooking Master studio, where you must decide how to handle the situation. Leon has different unspoken preferences for how he prefers Claude break the news to each individual girl. The girls also have their own preferences for how someone tells them they are admired. Thus, the girls score points or lose points with Leon and vice versa based on how you reveal Leon likes them. For example, going by the tabled data below, when telling Welch that Leon likes her, she would prefer "Call LEON here to tell her himself" instead of "Relay what LEON told you." But Rena would prefer "Relay what LEON told you."



Fun City03: Welch

LOCATION:
Outside the Fanfic Convention shop

REQUIREMENTS:
Welch is in the party

Choice:

"The one with the Fellpool guy on the cover!": Welch → Claude FP+2; Receive Fanfic X

"The one with the pink catgirl on the cover!": All male party members → Claude FP+3 RP+1; Welch → Claude FP+2; Receive Fanfic ;O

"I'm not buying any of these.": Welch → Claude FP-3

Claude encounters Welch on the stairs above the battle stadium entrance. She demands in her usual way that he follow her at once into the Fanfic Convention. There, she introduces Claude to books featuring some rather familiar characters (the descriptions match Roddick Farrence and Pericci from *STAR OCEAN: First Departure*). When Welch asks him what he's buying, you get to choose to take home one of two free Fanfics. Choosing the second option scores a good deal of points with all the male members of the party, since they all get to scope out the pinup!



Fun City04: Leon

LOCATION:
The courtyard near the battle stadium

REQUIREMENTS:
Leon is in the party

Choice:

"I'll watch it till the end.": All party members → Leon FP+2 RP+2; Leon → Claude FP+2 RP+2

"I'm done with this.": Leon → Claude FP-3 RP-3

Claude finds Leon enjoying a childish stuntman show along with several other children. Claude soon tires of the antics and wants to leave, but Leon wants to stay. You must decide whether to tough out the awfulness for Leon, or pull him away from one of the few times he gets to enjoy his childhood rather than try to save the universe.



Fun City05: Celine

LOCATION:
The courtyard near the battle stadium

REQUIREMENTS:
Celine is in the party, Celine knows Compounding, Claude and Rena Friendship Points are 8 or higher

Celine is near the battle stadium, being chased by a crowd of admirers.

Choice 1:

"I'll go after Celine.": Rena → Celine RP+4; Celine → Rena FP+2 RP+4

"I'd better stay out of this.": Go to Choice 2.

If you choose the second option, Rena will discover a small perfume bottle on the ground.

Choice 2:

"I'd better take this to CELINE.": Rena → Celine RP+4; Celine → Rena FP+2 RP+4

"I think I'll put some on.": Rena → Claude RP+4

"It might be best to just throw it away.": Rena → Celine FP+1 RP+4; Celine → Rena FP+2 RP+4

Leaving town without finding Celine or putting some on:
Everyone → Celine FP-1

If you decide to go after her (or choose option 1 or 3 from the second choice) look inside the arena. Search inside the small waiting room beside the reception area. Celine is hiding by the wall. She and Rena have an amusing scene together.

Otherwise, choose "I'd better stay out of this." and "I think I'll put some on." for a fun scene between Rena and Claude and some major Romance Points.

Whatever you do, don't leave town without finding Celine. If you do, it negatively affects everyone's friendship with Celine.



Fun City09: Dias and Claude

LOCATION:
Inside the battle stadium

REQUIREMENTS:
Dias is in the party

Choice:

"Claude!": Claude → Rena FP+1 RP+2; Dias → Rena RP-3; Claude → Dias FP+2

"Dias!": Claude → Rena RP-5; Rena → Dias FP+1 RP+2; Claude → Dias FP+2

This PA initiates a rematch between Claude and Dias, to see if Claude is finally strong enough to overturn his loss at the Lacuer Armory Contest. Watching from the stands, Rena must decide whom to cheer for. Cheering for Dias does substantial damage to Claude's feelings for Rena, whereas cheering for Claude does only minor damage to Dias's affection for Rena, easily rebuilt by triggering a few more PAs.

Fun City06: Ashton and Precis

PROTAGONIST:
Either

LOCATION:
In the battle stadium corridor

REQUIREMENTS:

Ashton and Precis both in the party, their Friendship Points are 8 or higher, Ashton knows Sword Dance special art

When Ashton is level 70 or higher, trigger this Private Action at Fun City and head to the battle stadium. In the corridor surrounding the stands, Ashton teaches Precis her Super Holograph special art.

Fun City07: Welch

PROTAGONIST:
Either

LOCATION:
Outside Cooking Master entrance

REQUIREMENTS:

Welch is in the party

Choice:

"Mediate the argument": Protagonist → Welch FP+2 RP+2
"Stay put and watch": Protagonist → Welch FP+2 RP+1

A slimy merchant gets angry when Welch insults his wares. While Welch appreciates it if the protagonist steps in on her behalf, she also doesn't mind handling the situation on her own. That's just Welch!



Fun City08: Mariana

PROTAGONIST:
Either

LOCATION:
The courtyard near the battle stadium

REQUIREMENTS:

Mirage was attacked, have not yet returned to Phynal via L'Aqua

Head toward the battle stadium to trigger an encounter with Mariana, the wounded head of the Nede Defense Force who stayed behind to cover the party's retreat. After the scene switches to the inn, go back into Mariana's room and speak to her twice to receive a couple of accessories that take your characters' combat abilities to the next level. You can also pickpocket her to obtain a Ring of Wisdom.



Speak to Mariana in bed: Receive a Silver Cross
Speak to her a second time: Receive a Ring of Lightspeed



Fun City10: Ashton

LOCATION:
The courtyard near Cooking Master

REQUIREMENTS:
PA Lacuer09 occurred

Thanks to Leon's new upgrades to Creepy and Weepy, Ashton has a new sense of confidence and he's trying to score chicks. However, the twin dragons seem to be overdoing it! Simply watch the scene and Claude gains a few points for Ashton.



Note: After viewing this PA, leave Fun City, then head back in and go to the Fullagio. It looks like Ashton's having some luck after all!

Claude → Ashton FP+2

EQUIPMENT AND ITEMS

This chapter covers the countless weapons, armor, and items that exist in STAR OCEAN. Each sub-section contains all the relevant information about each piece of equipment, compiled into small, digestible tables.

WEAPONS

Each character can equip a single weapon.

This slot for melee fighters and casters is used to increase that character's capabilities in combat. The primary battle stat for melee characters is ATK, which improves a character's raw damage output from standard attacks. Casters use normal attacks on rare occasions, but their focus is often on MAG instead.

The content of the weapons tables is broken down into the following:

Column	Description
Name	States the name of the weapon.
Value	Lists the weapon's selling price (if you're buying the weapon, the cost is 4x the value).
ATK	Shows the weapon's raw damage stat for melee and special arts.
MAG	Only listed for caster's equipment, this stat controls the effectiveness of spells.
HIT	Indicates the weapon's increased chance to hit enemies.
CRT	Specifies how often the weapon critically strikes opponents.
Special	Denotes additional offensive or defensive aspects of the item.

Swords

Name	Value	ATK	HIT	CRT	Notes
Scumbag Slayer	300	1	0	40	Can be equipped by any character; kills Scumbags in a single shot
Dull Blade	5	2	0	1	None
Stringy Sword	50	3	0	0	None
Golden Fang	10000	10	0	0	Claude only
Silver Fang	8000	12	0	0	Claude only
Longsword	50	30	0	0	None
Broadsword	100	60	0	0	Claude only
Sinclair	215	100	0	0	Claude only
Bastard Sword	250	150	10	10	Dias only
Keen Kitchen Knife	4800	160	0	10	Adds 20% to Cooking and Master Chef
Flame Sword	1200	160	20	10	Deals Fire-based damage
Baselard	225	180	0	0	Dias only
Deadly Edge	3500	222	60	10	None
Walloon Sword	975	240	0	0	None
Guthgwine	1125	250	0	0	Claude only
Farcutter	4920	285	0	5	Claude only
Oriental Blade	1250	448	0	0	Dias only
Veil Piercer	2000	480	0	0	Claude only
Swallowblade	20000	500	50	33	GUTS +10, Dias only
Soul Breaker	50000	550	20	10	Claude only
Murasame	5000	552	20	10	Dias only
Blade of Minos	40000	599	80	10	None

Name	Value	ATK	HIT	CRT	Notes
Metalcrusher	50000	620	120	10	None
Searing Sword	4250	720	0	0	GUTS +90
Hope of the Breeze	40000	770	30	20	None
Whirlwind	40000	780	50	13	None
Force Sword	12500	908	0	0	Claude only
Soul Slayer	50000	982	10	12	Dias only
Saad Blade	100000	990	80	20	GUTS +60, Claude only
Blade of Ruin	47500	1000	50	0	Dias only
Crimson Devil	880000	1100	80	24	STM +50, Dias only
Deadly Cleaver	55000	1100	60	30	Dias only
Sword of Marvels	87500	1100	100	15	Def, AVD, STM +10
Aurora Blade	260000	1200	80	32	Claude only
Bouro	280000	1200	60	30	Dias only
Silvance	180000	1210	99	30	Def, AVD +20
Godslayer	N/A	1250	50	30	Def +20, Claude only
Chrome Nightmare	580000	1399	0	0	Dias only
Famed Sword	600000	1400	0	0	Claude only
Sword Veinslay					
Aeterna	1000000	1600	70	25	GUTS +40 (Claude only)
Holy Sword Farewell	4000000	1900	70	15	MAG, DEF, AVD +70
Demon Sword Levantine	N/A	3000	50	35	STM, GUTS +50

Twin Blades

Name	Value	ATK	HIT	CRT	Notes
Wimpy Sword	5	3	0	1	None
Twin Swords	80	40	0	0	None
Twin Fury	212	120	0	0	AVD +20
Swords of Deflection	8000	160	10	11	AVD +20
Venomous Stingers	500	180	0	0	AVD +30
Twin Splicers	750	340	0	0	AVD +30
Maiden's Aria	10000	380	20	12	AVD +50
Shield Swords	2500	490	0	0	AVD +35

Rods

Name	Value	ATK	MAG	HIT	CRT	Notes
Creaky Rod	22	5	1	0	0	None
Rod	2	10	5	0	0	None
Ruby Wand	240	70	20	0	0	None
Crested Rod	480	100	25	0	0	None
Rod of Jewels	2000	150	0	0	10	DEF +30
Thunderclap Rod	1250	280	30	0	0	None
Mindsoother	25000	300	25	0	0	Lowers MP costs by 1/3
Silver Rod	2450	350	250	20	0	None
Holy Rod	50000	520	240	0	0	Adds Light Elemental property
Ruby Rod	20000	680	300	0	0	None

Fist Weapons

Name	Value	ATK	MAG	HIT	CRT	Notes
Rickety Knuckles	2	1	0	0	0	None
Brass Knuckles	27	30	0	0	0	None
Hard Knuckles	75	58	10	0	0	None
Cestus	350	140	20	0	0	None
Taloned Knuckles	350	165	0	0	0	Bowman only
Metal Fangs	1250	400	50	0	0	None
Dragon Claw	20850	450	100	20	26	Only Rena and Noel can equip
Fists of the Giant	4640	470	0	10	26	STM +80, Bowman only
Cestus of Poison	6000	580	80	0	0	Rena only
Blazing Knuckles	7500	599	70	30	6	Only Rena and Bowman can equip
Tiger Fang	80000	600	100	30	20	AVD +30, Noel only
Hecaton's Punch	4050	630	0	50	27	Bowman only
Magic Knuckles	35526	688	60	50	12	Only Rena and Bowman can equip
Fists of the Asura	60000	750	0	20	3	Bowman only
Eagle's Claw	8000	760	110	0	10	Noel only

Name	Value	ATK	HIT	CRT	Notes
Twin Needles	20000	500	50	20	AVD +50
Devil's Horns	145000	700	0	0	None
Double Smashers	20512	799	40	15	AVD +60, DEF +8
Luminous Slicers	4500	820	0	0	None
Lotus Eaters	47000	1150	50	0	None
Holy Cross	280000	1240	60	18	AVD +70, DEF +20, LUC +80
Mephistofar	1200000	1320	80	40	AVD +75, DEF +25, LUC +100

Name	Value	ATK	MAG	HIT	CRT	Notes
Rod of Snakes	250000	700	50	60	6	DEF +10, Lowers MP costs by 1/2
Mindhealer	800000	800	800	80	40	STM +30, LUC +30, restores MP when user takes damage (equippable by Leon and Noel)
Dragonstaff	260000	990	360	80	6	None
Silver Moon	80000	1000	300	0	0	Slow MP Restore
Rod of Jabbering	400000	1000	80	80	5	DEF +20, AVD +20, Hasten Speech Lvl 7

Name	Value	ATK	MAG	HIT	CRT	Notes
Grizzly Clasp	35000	840	200	60	0	Noel only
Platinum Nail	199000	850	300	55	2	AVD +20, Noel only
Serpent's Tooth	180000	900	150	20	12	Noel only
Knuckles of the Moon	12500	900	150	0	0	Only Rena and Bowman can equip
Phantom Slayer	N/A	1000	0	40	0	STM +10, GUTS +10, slays Phantom monsters in one hit
Sorcerer's Knuckles	22500	1000	180	0	0	Only Bowman and Rena can equip
Fists of the Titan	70000	1000	0	30	5	STM +50, Bowman only
Knuckles of Hope	N/A	1000	300	50	20	DEF +50, Rena only
Kaiser Knuckles	186000	1100	200	60	4	None
Fellpool Nails	125000	1200	30	50	0	AVD +50; only Rena and Noel can equip
Emprezia Burst of Fire	300000	1220	300	70	30	Rena only
	386000	1300	0	0	0	Bowman only, Adds Fire Element

Mechanical Arms

Name	Value	ATK	HIT	CRT	Notes
Robot Puncher	50	125	0	0	None
Steel Puncher	75	165	0	0	None
One-Two Puncher	200	280	0	0	None
Ice Puncher	17040	380	0	0	None
Drill Puncher	125	400	0	0	None
Thunder Puncher	18500	420	50	25	None
Burning Puncher	40000	600	50	20	None
Super Puncher	500	650	0	0	None

Books

Name	Value	ATK	MAG	HIT	CRT	Notes
Academic Book	200000	50	390	0	0	LUC +50
Tome of Wisdom	50750	50	88	20	0	DEF, AVD, STM, LUC +20
Thick Book	275	180	15	0	0	None
Reference Book	575	280	50	0	0	HP +10
Theory of Symbology	1750	290	100	0	0	None
Picture Encyclopedia	3100	320	22	0	0	None
Dictionary	5000	340	50	0	0	None
Encyclopedia	12500	500	100	0	0	None
Symbology Dictionary	120000	500	100	50	0	None

Clips

Name	Value	ATK	HIT	CRT	Notes
Booster Clip	37	128	0	0	None
Wave Clip	70	162	0	0	None
Black Clip	10000	200	20	20	AVD +10
Seventh Ray	52500	280	60	35	None
White Clip	150	490	0	0	Adds Light Element
X Clip	9760	500	0	0	None
Magic Clip	65000	650	50	20	AVD +20

Whips

Name	Value	ATK	HIT	CRT	Notes
Limp Whip	27	2	0	0	None
Leather Whip	37	60	0	0	None
Splinter	325	460	0	0	None
Heavy Whip	750	550	0	0	None
Rose Whip	11500	600	66	25	None
Hi-Tech Whip	156000	799	60	24	DEF, AVD +10
Flare Whip	50000	800	80	25	Adds Fire Element
Freeze Whip	50000	800	80	25	Adds Water Element

Name	Value	ATK	HIT	CRT	Notes
Spark Puncher	50000	650	30	20	Adds Wind and Light Elements
Fire Puncher	17040	699	0	0	Adds Fire Element
Majestic Puncher	3500	850	0	0	None
Atomic Puncher	42500	1120	55	0	None
SD Puncher	800000	1150	50	20	GUTS +50
Megawatt Puncher	300000	1250	0	0	None
UGA Puncher	200000	1300	60	25	GUTS +60
SDUGA Puncher	400000	1600	0	30	GUTS +65

Name	Value	ATK	MAG	HIT	CRT	Notes
Shake Up Your Brain!	60000	680	60	0	0	None
Book of Shadows	80000	700	80	0	0	Adds Dark Element, resists Light and Dark
All About ESP	40000	780	70	0	0	None
Book of the Ancients	250000	800	380	50	0	LUC +20
How the Brain Works	120000	890	80	50	0	Lowers MP costs by 1/2
Sacred Tome	150000	920	199	50	0	Adds Light Element
Book of Confusion	190000	950	400	80	0	None

Name	Value	ATK	HIT	CRT	Notes
Alpha Clip	34975	690	50	0	None
Beta Clip	150000	690	30	20	AVD +24
Gamma Clip	200000	750	50	20	AVD +34
Burst Clip	230000	780	60	20	AVD +30
Pulse Clip	295000	1000	60	20	AVD +40
Energy Clip	199000	1050	0	0	None

Name	Value	ATK	HIT	CRT	Notes
Light Whip	3500	820	0	0	Adds Wind and Dark Element
Twin Tails	182500	860	0	0	None
Invisible Whip	260000	950	150	31	GUTS +40
Spark Whip	40000	1080	50	0	Adds Wind Element
Dark Whip	2800000	1100	50	30	Adds Dark Element
Cat o' Nine Tails	292500	1280	0	0	Multiple hits

Guns

Name	Value	ATK	HIT	CRT	Notes
10V Stun Gun	30	10	0	10	None
Stun Gun	1250	200	50	50	None
Spark Stunner	6000	280	60	50	None
Shock Gun	13000	380	40	50	None
Megawatt Stunner	3750	410	0	0	None
Electric Stunner	12000	460	70	50	None
Flame Gun	100000	550	60	50	Adds Fire Element

Handy Sticks

Name	Value	ATK	HIT	CRT	Notes
Handy Stick	75	150	10	0	None
Fuzzy Handy Stick	250	250	20	10	None
Playful Handy Stick	1250	350	20	15	LUC +5, GUTS +10
Tedious Handy Stick	4800	500	30	20	LUC +10, GUTS +20
Tense Handy Stick	6000	600	30	25	LUC +20, GUTS +30
Worrying Handy Stick	9200	700	40	30	LUC +30, GUTS +40

Name	Value	ATK	HIT	CRT	Notes
Freeze Gun	100000	600	40	50	Adds Water Element
Lightning Gun	39500	650	51	0	Adds Wind Element
Metallic Launcher	100000	660	0	50	None
Gigawatt Stunner	60000	750	60	80	None
Air Gun	276000	800	0	0	Adds Wind Element
Electron Gun	100000	830	66	60	None
Psychic Gun	220000	980	65	70	None

Name	Value	ATK	HIT	CRT	Notes
Annoying Handy Stick	22500	800	40	35	LUC +40, GUTS +50
Furious Handy Stick	64000	900	50	40	LUC +50, GUTS +60
Stern Handy Stick	100000	1000	50	50	LUC +60, GUTS +70
Final Handy Stick	140000	1600	60	60	LUC +80, GUTS +80
Violent Handy Stick	200000	2000	60	80	LUC +100, GUTS +100

ARMOR

Characters wear several pieces of armor: a chestpiece, helmet, gloves/shield, and boots/leggings. These items dramatically affect how much damage a character takes from physical attacks. Stats like AVD are also influenced considerably by armor, so a character's ability to evade attacks outright is also affected. The armor tables contain the following stats:

Column	Description
Name	States the name of the armor.
Value	Lists the selling price of the armor (if you're buying, the cost will be 4x the Value).
DEF	Indicates the physical damage mitigation.
AVD	Shows the chance to evade attacks.
Elemental Properties	Specifies the armor's elemental strengths and weaknesses.
Notes	Special stats and abilities are listed here.
Who Can Wear It	Describes which characters can equip the armor.

Chest Armor

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Holey Armor	12	1	0	Neutral	None	None
Weird Clothing	20	2	0	Neutral	None	None
Robe	2	3	0	Neutral	None	Only Casters can wear
Leather Armor	75	6	0	Neutral	None	None
Padded Armor	150	12	0	Neutral	None	Only Melee can wear

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Silk Robe	450	12	0	Neutral	None	Only Casters can wear
Ring Mail	300	20	0	Neutral	None	None
Mithril Dress	120000	20	120	Strong to Light, Wind	MAG +220	Female characters only
Brigandine	875	30	0	Neutral	None	Only Melee can wear
Amber Robe	1000	30	0	Neutral	None	Only Casters can wear

*Chest Armor (continued)

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Evening Gown	1250	30	0	Neutral	MAG +100	Female characters only
Silver Robe	2500	70	0	Neutral	MAG +120	Only Casters can wear
Mithril Coat	3750	88	0	Strong to Light	MAG +80	Can't be worn by Claude, Dias, Ashton, or Precis
Plate Armor	3350	90	0	Neutral	None	Only Melee can wear
Magic Armor	12000	92	5	Strong to Fire, Earth, and Water	None	Only Melee can wear
Chaos Mail	1999	99	9	Weak to Light	ATK, HIT +9	Only Melee can wear
Holy Cloak	7500	100	0	Strong to Light	MAG +100	Only Casters can wear
Blessed Plate Armor	35000	100	0	Neutral	None	Only Melee can wear
Bloody Armor	1444	144	44	Weak to Fire, Water, Dark	ATK, HIT +44	Only Melee can wear
Steel Armor	13000	150	0	Neutral	None	Only Melee can wear
Eagle's Shawl	80000	170	0	Strong to Wind	MAG +150	Only Casters can wear
Armor of the Arc	50000	180	0	Strong to Light	GUTS +20	Female Melee characters only
Wizard's Armor	96000	200	0	Neutral	MAG +10	Only Casters can wear
Mithril Mesh	62500	200	0	Strong to Fire, Wind, and Water	None	Only Melee can wear
Cloak of the Stars	120000	220	0	Strong to Light	MAG +220	Only Casters can wear
Robe of Deception	200000	230	60	Immune to Light Wind and Petrification	MAG +150, STM, LUC, GUTS +50, CRT +10	Only Casters can wear

Hand Armor

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Weird Gauntlet	12	0	10	Neutral	None	Claude, Dias, Ernest, and Precis only
Buckler	162	1	30	Neutral	None	None
Wooden Shield	30	2	50	Neutral	None	Claude, Dias, Ernest, and Precis only
Round Shield	125	4	60	Neutral	None	Claude, Dias, Ernest, and Precis only
Weird Shield	100	5	10	Neutral	CRT +5	Claude, Dias, Ernest, and Precis only
Rune Buckler	5520	5	60	Neutral	None	Casters Only
Knight's Shield	250	10	60	Neutral	None	Claude and Dias only
Fine Shield	1700	15	70	Neutral	None	Claude and Dias only
Crested Shield	9150	20	80	Strong to Water	None	Claude, Dias, Ernest, and Precis only
Gauntlet of Air	26250	20	30	Neutral	None	None

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Robe of Ishtar	290000	230	30	Neutral	MAG +230, STM +50	Only Casters can wear
Sylvan Mail	200000	240	0	Strong to Dark and Wind	Immune to Petrification	Female Melee characters only
Reflecting Plate	220000	290	10	Strong to Light, Fire, and Wind	ATK, HIT +10, STM, GUTS +20	Most Melee can wear (Ernest cannot)
Dueling Suit	180000	300	0	Strong to Fire, Earth, and Wind	GUTS +20	Only Claude, Dias, Ashton, and Precis can wear
Seraphic Garb	1800000	400	40	Strong to Light and Fire	MAG +100, STM, LUC +50	None
Valkyrie's Garb	900000	480	0	Neutral	GUTS +50	Female characters only
Battle Suit	2000000	500	0	Neutral	GUTS +50	None
Valiant Mail	5000000	500	0	Neutral	GUTS +60, Immune to Instant Death	Male characters only

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Shield of Athena	260000	20	80	Strong to everything!	None	Claude, Dias, Ernest, and Precis only
Barrier Shield	5700	24	40	Strong to Water	None	Claude, Dias, Ernest, and Precis only
Hand of Kali	198500	30	30	Neutral	ATK +70, HIT +30, CRT +10	Female characters only
Shield of the Arc	200000	30	80	Neutral	Immune to Paralysis	Chisato, Precis, and Welch only
Mithril Shield	49750	31	60	Neutral	Immune to Paralysis	Claude, Dias, Ernest, and Precis only
Shield of Algol	180000	40	80	Neutral	STM +50	Can Petrify enemies when you are blocking
Valkyrie's Bracelet	4990000	100	120	Neutral	None	Female characters only
Valiant Shield	4900000	120	120	Neutral	None	Male characters only

Head Armor

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Gold Crown	1250	0	0	Neutral	None	None
Crown	400	0	0	Neutral	None	None
Dream Crown	25000	0	0	Strong to Fire, Wind	None	Casters only
Moon Tiara	25000	0	0	Weak to Dark	Hasten Speech Lvl 7	Rena and Celine only
Beret	10000	0	0	Neutral	Raises Writing success chance	None
Froghead	64	1	0	Neutral	GUTS +5	Melee characters only
Weird Cap	2	1	0	Neutral	None	Rena, Celine, and Leon only
Leather Helmet	12	3	0	Neutral	None	None
Padded Helmet	30	6	0	Neutral	None	Melee characters only
Magical Cap	150	10	0	Neutral	None	Casters only
Open Helmet	125	12	0	Neutral	None	Melee characters only
Iron Helmet	300	25	0	Neutral	None	Melee characters only
Rune Cap	5000	26	0	Neutral	Reduces MP costs by 1/3	Rena, Celine, and Leon only

Leg Armor

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Mud Shoes	N/A	0	0	Neutral	Needed to cross swamps	None
Glass Slippers	30	1	0	Neutral	None	Female characters only
Sandals	2	1	0	Neutral	None	None
Boots	10	3	0	Neutral	None	None
Boots of Happiness	20	3	0	Neutral	None	None
Pin Heels	75	3	0	Neutral	ATK +6, CRT +10	Opera, Chisato, Celine, and Welch
Leather Greaves	12	5	0	Neutral	None	Melee characters only
Suede Boots	50	5	0	Neutral	None	None
High Heels	30	5	0	Neutral	ATK +2	Opera, Chisato, Celine, and Welch
Leather Boots	26	6	0	Neutral	None	None
Safety Shoes	800	8	20	Neutral	None	None
Bunny Shoes	100000	10	0	Neutral	STM +80, super movement rate	None

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Wizard's Cap	26080	29	0	Neutral	None	Casters only
Bloody Helmet	333	33	33	Weak to Fire, Earth	MAG +33, CRT +13	Melee characters only
Hermit's Cap	6000	35	20	Strong to Fire	None	Casters only
Plate Helmet	1750	38	0	Neutral	None	Melee characters only
Tiara of Isis	12500	50	0	Neutral	Improves spell damage	Casters only
Steel Helmet	4000	50	0	Neutral	None	Melee characters only
Sylvan Helmet	100000	50	0	Neutral	None	Opera, Precis, and Chisato
Helmet of Odin	160000	50	0	Neutral	MAG +10, CRT +10, STM +60, GUTS +60	Claude, Dias, and Ashton
Tiara of the Arc	2150	56	0	Strong to Water	None	Melee female characters only
Mithril Helmet	20850	65	0	Neutral	None	Melee characters only
Dueling Helmet	25000	100	0	Neutral	None	Male characters only

Name	Value	DEF	AVD	Elemental Properties	Notes	Restrictions
Iron Greaves	27	10	0	Neutral	None	Melee characters only
Plate Greaves	200	18	0	Neutral	None	Melee characters only
Rune Shoes	30000	20	20	Strong to Wind	None	Casters only
Neo Greaves	9200	20	5	Strong to Earth	LUC +10	Melee characters only
Laced Boots	1025	25	0	Neutral	None	Celine, Rena, and Leon
Silver Greaves	1300	30	0	Neutral	None	Melee characters only
Witch's Boots	36000	34	10	Strong to Fire	None	Melee characters only
Mithril Greaves	19000	45	0	Neutral	None	Melee characters only
Sylvan Boots	110000	60	0	Neutral	None	Female melee characters only
Star Greaves	80000	60	0	Immune to Dark	None	Melee characters only
Valkyrie's Boots	3000000	250	0	Neutral	Doubles movement rate	Female characters only
Valiant Boots	550000	260	0	Neutral	Doubles movement rate	Melee characters only

ACCESSORIES

Accessories are more complex pieces of equipment, compared to weapons and armor. Although these items seem to be less important (at first), their effects become more powerful later in the game. You can double or triple a character's effectiveness in combat with some of these items!

Each character has two accessory slots and some of the accessories go together quite well. Imagine having a Ring of Lightspeed to triple the number of attacks unleashed in melee. What would happen if you combined that with a Ring of Might or a Berserker Ring? Double damage and triple attacks for each swing?

Yes, the results are as wonderful as they sound. Think long and hard about what you want each character to have. The following table explains what the accessories do and lists any restrictions involved in their use. Unlike weapons and armor, most of these items are free for all characters to use.

Name	Effects	Restrictions
Amulet of Antivenin	Immunity to Poison	None
Amulet of Flexibility	Immunity to Petrification	None
Amulet of Freedom	Immunity to Paralysis	None
Angelic Headband	AVD +5	Female characters only
Anklet	DEF +3	None
Aqua Ring	Immune to Water, Weak against Fire	None
Archangel's Bracelet	Strong against All Elements, ATK, DEF, HIT, AVD, GUTS, LUC +60, MAG +200	None
Berserker Ring	The wearer will always be berserk (double damage)	None
Blood Earring	Has a 10% chance of converting physical damage taken into HP	Adult female characters only (i.e., not Precis/Rena)
Blue Talisman	Strong against Water, +10% to DEF, STM +12	Melee characters only
Bracelet of Gambling	Damage done to characters changes by 25% to 200% (great against bosses)	None
Breeze Earring	AVD +15	Adult female characters only (i.e., not Precis/Rena)
Chain of Might	Boosts ATK, STM +30	None
Combo Link	Lets one character combine two special arts into an attack combo	Melee characters only
Crystal	Strong against Wind	None
Damascus	Strong against Water, Dark	None
Diamond	None	None
Dragon's Ribbon	DEF +12, AVD +10	Ashton
Dream Bracelet	Artificially gives the wearer an extra level	None
Earring of Frenzy	Doubles ATK, but halves HIT	Adult female characters only (i.e., not Precis/Rena)
Earring of Magnetism	Attracts enemies to the wearer, ATK, GUTS, CRT +20	Celine
Earring of Readiness	Strong against Dark, LUC +20	Female characters only
Earring of the Winds	Strong against Wind	Adult female characters only (i.e., not Precis/Rena)
Emerald Earring	Hasten Speech Lvl 6, strong against Wind	Adult female characters only (i.e., not Precis/Rena)
Emerald Ring	Lowers MP costs by 1/3, STM +10	None
Faerie Ring	Halves MP costs	None
Faerie Tear	Strong against Water, weak against Fire	None

Name	Effects	Restrictions
Fire Ring	Strong against Fire (and increased Fire damage), weak against Water, MAG, GUTS, and STM +10	Casters only
Flare Ring	Immune to Fire, weak to Water	None
Foot Insignia	Boosts ATK and HIT	None
Fortune's Bracelet	Grants free gifts while walking (tier 3), weak against Fire	None
Gale Earring	Strong against Wind, grants a bonus melee attack, HIT, AVD +10, CRT +15	Adult female characters only (i.e., not Precis/Rena)
Glittering Earring	Strong against Light	Adult female characters only (i.e., not Precis/Rena)
Gold	AVD +1	None
Gold Bracelet	DEF +10	None
Gold Cross	Strong against Fire, HIT +50	None
Gold Earring	+10% to AVD	Female characters only
Gold Idol	HIT +1	None
Gold Ring	AVD +1	None
Golden Brooch	GUTS +5	None
Green Beryl	Strong against Earth	None
Green Bracelet	GUTS, LUC +5	None
Hammer Charm	Halves Daze duration, GUTS +5	None
Heavy Ring	Weak against Dark, DEF +2, GUTS +5, CRT +2	None
Hefty Earring	+30% to ATK, -10% to HIT	Adult female characters only (i.e., not Precis/Rena)
Hefty Ring	GUTS +10, CRT +5, weak against Fire and Wind	None
Holy Ring	Has a 10% chance to protect the wearer from all attacks	None
Intimidation Pendant	Lowers the encounter rate	None
Iron	HIT +1	None
Lame Earring	None	None
Lavish Idol	MAG +1	None
Leaf Pendant	LUC +10	None
Light Cross	Weak against Fire, Light, and Earth, strong against Wind, Dark, and Water, DEF, LUC +20, AVD +40, GUTS +10	None
Lunar Charm	Raises the wearer's MP	None
Lunar Talisman	Raises the wearer's HP, GUTS +20	None
Magic Cross	Has a 10% chance of reflecting incoming damage, strong against Light and Dark	None
Magician's Glove	Allows the use of Pickpocketing; improves the success rate of Pickpocketing	None
Mallet Charm	The wearer becomes Immune to daze, GUTS +10	None

Name	Effects	Restrictions
Meteor Ring	Adds an extra melee attack for the wearer, GUTS +5, STM +10, CRT +1	None
Meteorite	Strong against Light and Earth	None
Mind Ring	Recharges MP during combat, weak against Wind	None
Mist Insignia	Raises the MAG of the wearer	None
Mithril	Strong against Light and Wind	None
Moon Earring	Has a 10% chance of deflecting received damage onto a nearby ally	None
Moonlight	Raises the wearer's HP and MP	None
Moonstone	Strong against Light and Water	None
Mystic Amulet	Has a chance to reduce enemy Accuracy while the party is fleeing	None
Necklace	AVD +1	None
Onyx Earring	Turns 10% of spell damage taken into MP	Adult female characters only (i.e., not Precis/Rena)
Orichalcum	Strong against Earth and Dark	None
Philosopher's Stone	Strong against Light and Dark	None
Pixie's Bracelet	Grants free gifts while walking (tier 2), weak against Water	None
Princess Ring	Increases the wearer's MP, MAG +2	Casters Only
Prism Ring	Protects the wearer from 5% of attacks (random), GUTS +5	None
Purple Amulet	Attempts to distract enemies while party is trying to flee, LUC +10	None
Rainbow Diamond	Strong against Light and Fire	None
Regeneration Ring	Heals the wearer during combat, DEF +2	None
Ricochet Bracelet	Reflects damage back on attackers (5% chance)	None
Ring of Absorption	Converts physical damage taken into HP, DEF +6	None
Ring of Avoidance	Prevents enemies from approaching the wearer	None
Ring of Fusion	Converts spell damage taken into HP, MAG +6	None
Ring of Happiness	MAG +10, STM +10, LUC +50	Young characters only
Ring of Healing	Heals character over time	None
Ring of Infinity	Adds 1 EXP per step to the character, weak against all Elements	None
Ring of Insanity	Melee attacks push enemies much farther	None
Ring of Lightspeed	Grants two extra melee attacks, GUTS +10, STM +30, CRT +5	None
Ring of Lunacy	The wearer is always dazed, but is protected from enemy attack (5% chance of breaking with every attack)	None
Ring of Mental Power	Recharges MP during combat	None
Ring of Might	Doubles ATK, weak against all Elements	None
Ring of Resistance	Lowers spell damage taken by 90%	None
Ring of Sadness	Trades ATK for higher DEF (About a 1/3 trade)	None
Ring of the Accursed	Weak against Fire, Earth, Wind, and Dark, DEF +30 and additional DEF +30%	None
Ring of the General	DEF +10%, STM +20	None
Ring of Trust	Raises GUTS (improves for each character above nine Friendship Points w/ the wearer), GUTS, STM +20, LUC, CRT +10	None
Ring of Wisdom	Protects the wearer from status effects	None
Ruby	Strong against Fire	None
Ruby Earring	DEF +1	Adult female characters only (i.e., not Precis/Rena)
Ruby Pendant	Immune to Fire damage	None
Rune Metal	Strong against Wind and Dark	None
Sacrificial Doll	Strong against all Elements, GUTS +20, destroyed to prevent character's death	None

Name	Effects	Restrictions
Santa's Boots	Gives a free item every time you rest at an inn	None
Sapphire	Strong against Water	None
Shadow Cross	Strong against Light, Fire, and Earth, weak against Wind, Water, and Dark, HIT +40, MAG, STM +20, CRT +10	None
Shield Earring	Lowers physical damage against the wearer by 80%	Adult female characters only (i.e., not Precis/Rena)
Shield Ring	Lowers physical damage against the wearer by 90%	None
Silver	DEF +1	None
Silver Amulet	Raises magical damage, MAG +3	Casters only
Silver Barrette	DEF +3	Female characters only
Silver Charm	Strong against Light and Dark, DEF, GUTS +1	None
Silver Cross	Strong against Light, weak against Fire	None
Silver Earring	Raises the wearer's MP by 30%	Female characters only
Silver Idol	AVD +1	None
Silver Pendant	AVD +10, GUTS +5	None
Silver Ring	Strong against Light and Dark, DEF +2, STM, LUC +10	None
Sprite's Bracelet	Grants free gifts while walking (tier 1), Weak against Earth	None
Star Earring	Strong against Light, Hasten Speech Lvl 3	Celine
Star Guard	DEF +33, AVD +121	None
Star Necklace	Hasten Speech Lvl 5	None
Star Ruby	Strong against Fire and Dark	None
Stardust Ring	Immune to Light	None
Storm Ring	HIT, AVD +15, LUC +5	None
Talisman	Raises DEF, STM +8	None
Tear of Israfel	ATK +60, DEF, HIT, AVD, CRT +30, MAG +80, GUTS +20, LUC +50	Casters only
Thief's Glove	Allows the use of Pickpocketing	None
Thunder Ring	Strong against Wind, weak against Earth, GUTS +30	Casters only
tri-Emblem	Immune to Fire, Wind, and Dark, ATK +200, DEF, HIT, AVD, STM, LUC +50, MAG +100, GUTS +20, CRT +10	None
tri-Emblum	ATK, HIT +10, DEF +12, AVD +5, MAG +3, CRT +2	None
Ugly Accessory	None	None
Velvet Tear	Converts 10% of spell damage dealt to the wearer into MP; strong against Fire, weak against Water	None
Water Ring	Strong against Water (and increased Water damage), weak against Fire, MAG, GUTS, and STM +10	Casters only
Weighty Ring	Slightly improves ATK, GUTS +6, CRT +3, very weak against Light	None
Weird Doll	None	None
Wyrm King's Ribbon	DEF +40, AVD +15	Ashton

SINGLE-USE ITEMS

This category contains all of the game's restorative items. Use them during combat or out in the field to increase a character's health or magic points. These items can cure status ailments, raise the dead, or even help with some aspects of item creation.

Item	Function
Angel Statuette	Heals all party members
Antidote	Cures poison and restores some HP (one target)
Aquaberries	Cures poison
Artemis Leaf	Can cure poison
Athelas	Heals a single target
Blackberries	Restores some MP (one target)
Blueberries	Restores some HP (one target)
Fruit Syrup	Restores 45% of HP and MP (one target)
Goddess Statuette	Restores 30% of MP for all party members
Hazardous Heal	Restores HP, but adds a random status ailment (one target)
Herbal Potion	Restores 30% of MP (one target)
Holy Mist	Restores 60% of all characters' HP when used in battle (heals one target in Camp Menu)
Hot Syrup	Restores 70% of HP or MP (whichever is lower; one target)
Lavender	Minor healing item
Malodorous Potion	Restores HP, but adds poison (one target)
Mandrake	Kills the person it's used on
Maple Syrup	Restores 20% of HP (one target)
Medicine Bottle	Cures any status ailments (one target)
Mixed Syrup	Restores 30% of HP and MP (one target)
Paralysis Cure	Cures paralysis and restores some HP (one target)

Item	Function
Potion of Merlin	Completely restores MP (one target)
Potion of Nightmares	Cures status ailments and wounds, causes negative effects if used at full health
Potion of Reversal	Reverses current MP and HP totals (one target)
Refreshing Syrup	Completely restores HP (one target)
Resurrection Elixir	Brings one target back from the dead at 60% health
Resurrection Mist	Brings one target back from the dead at full health
Risky Resurrection	Revives one target, but adds a random status ailment
Rose Hip	Cures a very small amount of HP (one target)
Smelling Salts	Used to bring one target back from the dead at low health
Sour Syrup	Restores 30% of MP (one target)
Stone Cure	Cures one target of petrification and restores some HP
Strange Potion	Restores all HP and MP, or instantly kills the user (one target)
Succubus Perfume	Raises the encounter rate for a brief duration
Sweet Potion	Restores HP for all party members
Sweet Syrup	Restores 30% of HP (one target)
Violent Pill	Restores all HP and MP, or instantly kills the user (one target)
Wolfsbane	Poisons the user
Wonder Drug	Cures any status ailment and can bring the target back from the dead as well

COMBAT ITEMS

Combat items combine several categories. Here, you can scan through restorative and combative items that are used to hinder enemies. It's very easy to forget about these items in the heat of a skirmish, but they are useful for temporarily improving your party's stats or lowering the enemy's.

Item	Function
4-way Bomb	Deals damage in four directions
Assault Bomb	Does damage in proportion to the user's ATK power
Bitter Lotion	Randomly triggers an autokill effect when the user attacks enemies (low chance)

Item	Function
Bubble Lotion	Randomly triggers an autokill effect when the user attacks enemies (low chance)
Compress of Veda	Increases the target's movement rate in combat
Critical Card	Guarantees a critical hit
Daze Bomb	Randomly dazes enemies

Item	Function
Deadly Poison Bomb	Randomly poisons enemies
Death of Socrates	Instantly kills the user, but all other characters are fully healed
Defense Bomb	Deals damage over the area in proportion to the user's DEF
Elven Powder	Grants invincibility for 10 seconds followed by instant death (one target)
Experience Card	Doubles the experience value of enemies killed for that battle (very useful in boss fights)
Faerie Card	Restores 50% of HP for the entire party
Faerie Cologne	Repulses enemies (one target)
Faerie Elixir	Temporarily lowers the cost of abilities to 0 MP
Faerie Mist	Temporarily lowers the cost of abilities to 0 MP for the entire party
Faerie Statuette	Has a chance to destroy a single enemy
Flare Bomb	Does damage to nearby enemies
Hexagram Card	Blocks enemy spell effects
Illusion Doll	Increases the user's AVD rate
Immunity Pill	Prevents status ailments (one target)
Magic Gumdrop	Temporarily stops time (the party can still act)
Marionette Pill	Raises party member from the dead and boosts ATK power (one target)
Medical Rinse	Restores HP over time (one target)
Megabomb	Halves all targets' HP within the blast radius
Melt Potion	Randomly triggers an autokill effect when the user attacks enemies (low chance)
Mental Potion	Raises spell damage (one target)
Mind Bomb	Reduces enemies' MP by 50
Mirror of Knowledge	Increases the knowledge of all party members
Mist of Madness	Has a chance to cause enemies to become confused

Item	Function
Nuclear Bomb	Does massive damage to all enemies and allies
Oil of Paralysis	Has a chance to paralyze one enemy
Ointment of Veda	Raises the movement rate for the entire party
Paralysis Mist	Randomly paralyzes enemies on screen
Pixie Perfume	Raises MAG, but causes berserk (one target)
Potion of Lilith	Raises ATK, but causes berserk (one target)
Potion of Might	Increases ATK power by 30% (one target)
Potion of the Winds	Temporarily increases ATK power (one target)
Revival Card	Prevents death (one target); has no effect if the party is wiped out
Sacrifice Pill	Converts target's HP into a damage area-of-effect attack
Shock Oil	Reduces affected enemies' MP to 0
Silence Card	Blocks a single enemy's spells
Smoke Mist	Slows the movement rate of all enemies
Smoke Oil	Slows a single enemy's movement rate
Spectacles	Used to ID enemies (their name, HP, MP, strengths, and weaknesses); required for Appraising
Starry Night	Casts a demonic spell on the enemies, deals modest damage
Stink Gel	Allows the user to poison enemies with melee attacks (moderate chance)
Strength Bottle	Raises target's ATK, but blocks special arts and spells (very good for Claude)
Temper Tablet	Chance to autokill an enemy, but causes berserk
The Scream	Casts a demonic spell on the enemies
Treasure Card	Greatly raises the chance for enemies to drop treasure
Veda Idol	Raises the chance to escape
Victory Card	Raise GUTS for all party members
Warrior Idol	Has a chance to destroy all enemies in the battle

Food

Food items are kept in this area of the item menu. Look here to see how many items you've prepared. Almost all cooked items have restorative properties. Sometimes these are more powerful than the medical supplies that are purchased from the store. Remember to keep track of your characters' favorite foods, as their effects are the most powerful.

Materials

Keep track of your supplies for item creation here. There isn't much to do in this part of the menu, but it's good to refer to this section to keep tabs on item creation.

Key Items

This section lists the important items that you find in the game. These items can't be destroyed or altered, except as a result of using them in story decisions.

Other

This grab-bag category collects pretty much everything else in the game. Some of these items have passive effects on your item creation skills. Others are used directly, such as Health Insurance or Counterfeit Medals.

Some examples include: Unidentified Items, Skill Books (e.g., All About Herbs, Death of Originality), Skill Enhancers (e.g., Word Processor), Counterfeit Medals, Jack-in-the-Box (triggers random encounters), and Instruments.

SKILLS, SPECIALTIES, & TALENTS

This chapter explains the complex skill system in STAR OCEAN: Second Evolution. Leveling up and getting better equipment can make your party powerful, but effective use of the skill system can do things above and beyond your wildest expectations. You can craft special weapons, armor, and accessories, boost your melee and casting stats, and even gain special abilities that would otherwise be impossible to acquire. This is the heart of your character-building potential.

SKILLS

Skill points are gained as your characters level up, but you don't automatically know the skills. Almost all skills are taught in Skill Guilds, which are found in major cities. You won't need to make many purchases from these stores. Buying a set of skills one time is all that is needed to teach all of your characters those skills (even characters who aren't in your party yet).

Combat skills provide automatic abilities in battle. Your characters can hit harder, cast faster, survive longer, and so forth. These skills clearly improve your chances in difficult encounters. Non-combat skills help you craft items, get more money, and explore a number of interesting side aspects of the game. Beyond that, even the non-combat skills are often good for your fighting party. Quite a few non-combat skills raise stats permanently. Even if you aren't interested in crafting items or playing music, your melee fighters could sure use more hit points, ATK, and GUTS, right?

GETTING MORE SKILL POINTS

All skills have 10 levels. Usually, the cost of the skills increases with each level of progress. Grab the Determination skill as soon as possible to decrease the cost of all other skills. You can get more skill points by gaining levels, using the Enlightenment super specialty, mastering talents, and beating group battles in the Fun City Arena.

Activity	How It Affects Skill Points
Leveling Up	Gives that character skill points directly (the higher the level, the more skill points received)
Mastering a Talent	Instantly gain 100 skill points
Turning Enlightenment On	Improves skill points gained while leveling at the cost of HIT, AVD, GUTS, and movement speed
Reading Skill Books	Raises a skill's level by one at no cost! (Level 5 maximum)
Beating Arena Group Battles	That character gains 100 skill points

Specialties, which are explained later in this chapter, are learned by training certain combinations of skills. Skills are the first step in character advancement. Read on to see how the progression goes.

Where to Learn Skills

The following table lists the locations where your party can learn various skills.

Location	Skill Sets Available
Krosse	Knowledge 1, Sense 1, Technical 1
Kurik	Knowledge 1, Sense 1, Technical 1, Combat 1
Harley	Knowledge 2, Sense 2, Technical 1, Combat 1
Hilton	Knowledge 2, Sense 2, Technical 2, Combat 2
Lacuer	Sense 3, Combat 1, Combat 2, Combat 3
Linga	Knowledge 1, Knowledge 2, Knowledge 3, Technical 3
The Centropolis	Knowledge 1, Knowledge 2, Sense 1, Technical 1
North City	Knowledge 3, Sense 2, Technical 2, Technical 3
Armlock	Sense 3, Combat 1, Combat 2, Combat 3
Maze of Tribulations	Backstab Skill

Non-Combat Skills

SKETCHING

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
5	10	20	30	50	70	90	90	90	90	545

EFFECT SPECIALTIES AFFECTED

None Art

ACQUIRE: Technical 1 Skill Set

BEST CHARACTERS: A single character who starts with Design Sense (there's no need to take it with multiple characters)

MUSIC KNOWLEDGE

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
2	4	8	16	32	90	40	50	70	90	402

EFFECT SPECIALTIES AFFECTED

AGL +1 per skill level Music

ACQUIRE: Knowledge 2 Skill Set

BEST CHARACTERS: Any

PERFORMANCE

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
2	4	8	16	32	90	40	50	70	90	402

EFFECT SPECIALTIES AFFECTED

AGL +1 per skill level Music

ACQUIRE: Technical 3 Skill Set

BEST CHARACTERS: Any

ITEM KNOWLEDGE

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
1	5	9	13	17	21	25	29	33	37	190

EFFECT SPECIALTIES AFFECTED

Item sell price +3% per skill level (only character with highest level is accounted for) Appraising

ACQUIRE: Knowledge 2 Skill Set

BEST CHARACTERS: Slight preference for non-combat party members

MINERALOGY

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
1	2	4	6	9	12	16	20	40	70	180

EFFECT SPECIALTIES AFFECTED

INT +3 per skill level Alchemy, Appraising, Crafting

ACQUIRE: Knowledge 1 Skill Set

BEST CHARACTERS: Rena, Celine, Leon, Noel

HERBOLOGY

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
2	3	5	8	12	17	23	30	38	47	185

EFFECT SPECIALTIES AFFECTED

Blueberries' and Blackberries' recovery +3% per skill level Appraising, Compounding, Survival

ACQUIRE: Knowledge 1 Skill Set

BEST CHARACTERS: Appraising or Compounding characters

EYE FOR DETAIL

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
2	4	7	11	16	22	29	37	46	56	230

EFFECT SPECIALTIES AFFECTED

AGL +1 per skill level Crafting, Customization

ACQUIRE: Technical 2 Skill Set

BEST CHARACTERS: Any

AESTHETICS

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
10	20	30	40	50	60	70	80	90	99	549

EFFECT SPECIALTIES AFFECTED

None Art, Crafting

ACQUIRE: Sense 1 Skill Set

BEST CHARACTERS: Your Crafting character

PENMANSHIP

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
3	4	6	8	11	14	20	25	40	60	191

EFFECT SPECIALTIES AFFECTED

DEX +1 per skill level Writing

ACQUIRE: Technical 2 Skill Set

BEST CHARACTERS: Any (at least until skill level 8)

EFFORT

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
20	30	40	50	60	70	80	90	90	90	620

EFFECT SPECIALTIES AFFECTED

Lowers the amount of EXP needed to gain levels; each skill level halves the EXP needed to gain a character level Train

ACQUIRE: Sense 3 Skill Set

BEST CHARACTERS: All (as soon as possible)

DETERMINATION

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
8	8	8	8	8	8	8	8	8	8	80

EFFECT SPECIALTIES AFFECTED

Lowers skill costs by 2 points per Determination level (minimum skill cost is 1 point) Train

ACQUIRE: Sense 2 Skill Set

BEST CHARACTERS: All (raise this first for every character)

RESILIENCE

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
2	4	7	11	16	22	29	37	46	56	230

EFFECT SPECIALTIES AFFECTED

CON +2 per skill level Survival, Train

ACQUIRE: Sense 1 Skill Set

BEST CHARACTERS: All (raise until at least skill level 6 early on, complete the skill later)

FEINT

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
12	22	32	42	62	80	82	85	90	95	602

EFFECT

Randomly guarantees a hit in melee; raising the skill increases its chance to activate

ACQUIRE: Combat 3 Skill Set

BEST CHARACTERS: All melee characters

POWER BURST

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
4	7	14	21	28	35	42	49	56	63	319

EFFECT

Randomly boosts damage inflicted by physical attacks by 25%; raising the skill increases its chance to activate

ACQUIRE: Combat 1 Skill Set

BEST CHARACTERS: All melee characters, as soon as you can afford it

HASTEN SPEECH

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
40	50	50	60	60	70	80	90	90	99	689

EFFECT

Makes spells faster to cast; higher skill levels make casting even faster

ACQUIRE: Combat 3 Skill Set

BEST CHARACTERS: All casters benefit from this (essential for Rena's healing)

BODY CONTROL

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
10	20	30	40	50	60	70	80	90	99	549

EFFECT

Reduces daze time

ACQUIRE: Combat 2 Skill Set

BEST CHARACTERS: All eventually; raise in mid to late game

QIGONG

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
20	30	40	50	60	70	80	90	90	99	629

EFFECT

Randomly boosts DEF score when receiving damage; raising the skill increases its chance to activate

ACQUIRE: Combat 1 Skill Set

BEST CHARACTERS: All (a very effective survival skill; almost essential against later bosses)

SIDESTEP

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
12	22	32	42	62	80	82	85	90	95	602

EFFECT

Randomly evade enemy attacks; raising the skill increases its chance to activate

ACQUIRE: Combat 2 Skill Set

BEST CHARACTERS: All (combine with Qigong for huge improvements during boss fights)

GODSPEED

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
5	7	9	11	13	33	43	53	63	80	317

EFFECT

Movement speed increased during charge to attack and sometimes teleports character into attack position; raising the skill increases its chance to activate

ACQUIRE: Combat 2 Skill Set

BEST CHARACTERS: All melee characters, mid game

TRANCE

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
6	12	18	24	34	44	54	64	74	90	420

EFFECT

Randomly increase damage dealt from spells; raising the skill increases its chance to activate

ACQUIRE: Combat 1 Skill Set

BEST CHARACTERS: All damage casters

CONCENTRATION

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
10	15	20	30	40	50	60	70	80	90	465

EFFECT

Randomly prevents spell cancellation when character is attacked; raising the skill increases its chance to activate

ACQUIRE: Combat 3 Skill Set

BEST CHARACTERS: All casters

RECAST

Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	L8	Lv9	L10	Total
8	15	22	29	36	43	50	57	64	71	395

EFFECT

Reduces the recovery time between spells; additional skill levels increase this effect

ACQUIRE: Combat 2 Skill Set

BEST CHARACTERS: All casters

SPECIALTIES

Specialties allow for various ways to expand your parties' capabilities. There are ways to increase EXP gains, purchase items when you're not at a store, craft new equipment, and more. By leveling your normal skills, you unlock specialties. Once a character has learned at least level 1 in every skill used by a specialty, that specialty is learned.

A character's level for any given specialty is determined by the average of all of the skills required to attempt the specialty (rounded down). As with skills, you can only reach level 10 in any given specialty.

AN EXAMPLE

Oracle requires a party member to know ESP, Piety, and Purity. A character missing any of those three skills won't even be able to use Oracle. A character with 4 in each would have a 4 in Oracle, and someone with 5 in ESP, 5 in Piety, and a 7 in Purity would have a 5 in Oracle (the average score of 5.66 still gets rounded down to 5 in this system).

Required Skills—

These are the skills that affect the specialty.

Required Talents—

The character attempting a specialty must have these talents to succeed. The failure rate without having the talent is through the roof. Characters start with a few talents, but many talents must be learned by trying—and initially failing—to use specialties.

Learned Talents—

Attempting the specialty without the required talent provides a chance to learn the talents listed here. (The odds of learning are listed in the characters' "Talents" sections.) Some characters cannot learn certain talents no matter what!

Required Items—

These items are required to use the specialty. Some (such as Herbs, Minerals, ingredients, etc.) are consumed when an attempt is made.

Enhancing Items—

Owning certain items can improve your chances of a successful specialty attempt. Many of these items are expensive, but they are worth the Fol if you plan to do more than dabble in specialties. These items are catalysts; they are not consumed during the crafting process.

Art**Required Skills—**

Sketching, Aesthetics

Required Talents—

Design Sense

Learned Talents—

Design Sense

Required Items—

Magic Canvas or Magic Clay

Enhancing Items—

Graphic Tool

Art is mainly used to create items for battle. Some of these creations increase your chance of victory (by raising stats), while others improve the rewards at the end of the fight. Experience and Treasure Cards yield especially nice rewards. Once you've produced a wide range of items, use the Replication specialty to duplicate them. The ability to double the EXP from every boss fight is too good to pass up! If you have the Graphic Tool item, your odds of success are automatically increased by 20%!

Art Success Formula
(ART LEVEL X 8) + 10 = ODDS OF SUCCESS

POTENTIAL ART CREATIONS

MAGICAL CANVAS ITEMS	Lv1~2	Lv3~4	Lv5~6	Lv7~8	Lv9~10
Portrait A~M	84%	69%	50%	35%	25%
Critical Card, Revival Card, Victory Card	10%	15%	20%	20%	20%
Experience Card, Treasure Card, Wealth Card	5%	10%	15%	20%	20%
Benefaction Card, Faerie Card, Primavera	1%	5%	10%	15%	20%
Death of Socrates, Starry Night, The Scream	0%	1%	5%	10%	15%
MAGIC CLAY ITEMS	Lv1~2	Lv3~4	Lv5~6	Lv7~8	Lv9~10
Silence Card, Veda Idol	83%	69%	50%	35%	25%
Hexagon Card, Illusion Doll	10%	15%	20%	20%	20%
Angel Statuette, Mirror of Knowledge	5%	10%	15%	20%	20%
Faerie Statuette, Jack-in-the-Box	1%	5%	10%	15%	20%
Goddess Statuette, Goodie Box, Warrior Idol	1%	1%	5%	10%	15%

Customization

Required Skills—

Aesthetic Design, Eye for Detail, Smithing

Required Talents—

Originality

Learned Talents—

None

Required Items—

Customizable Weapon + Mineral

Enhancing Items—

Magical Rasp

Customization lets you combine weapons and Minerals to create new equipment. Unfortunately, even if you succeed, this won't always be an upgrade from the original weapon. Customization is one of the trickier specialties and there are only certain "allowed" combinations of weapons and Minerals.

Each character has several recipes for valid weapon upgrades. There are also weapons that are created randomly when you customize successfully but from an invalid combo. In other words, you get a random weapon if you succeed in your Customization but didn't combine a specific weapon with a specific Mineral to match the recipe charts.

Another difficulty with this specialty is that each character must work on his or her own weapons. Claude can't work on Rena's weapons and vice versa. You probably won't master this specialty until well into the mid or late game (when skill points start flying in).

Customization requires a certain amount of synergy. Without the ability to play Goddess's Arrival at level 10, it's very difficult and frustrating to use Customization. Without the skill points acquired later in the game, you likely won't have the chance to get enough characters the right skills for Customization either. And, without the better materials of the late game...you get the idea.

Customization Success Formula SKILL LEVEL + 60 = ODDS OF SUCCESS

Owning the Magical Rasp increases your chances of success by 20%. Having the Originality talent adds another 5% to your odds of success. Your skill level adds 1 percentage point per level to the odds. When you're ready, have someone with high Music play Goddess's Arrival before you customize your weapon. This also adds to the chance of success.

Always save your game before trying to customize. Whether you succeed or fail, both the Mineral and your original weapon will be gone forever. Unless the result is something you really want, it's a rather high price to pay!

Appraising

Required Skills—

Herbology, Item Knowledge, Mineralogy

Required Talents—

N/A

Learned Talents—

N/A

Required Items—

Spectacles + an unidentified item

Enhancing Items—

Element Analyzer

Sometimes you find items that aren't identified. These items will appear as ?Mineral, ?Herb, or something to that effect. Using Spectacles and the Appraising specialty, you can turn these "worthless" items into objects of value. Crafted items also come out as unidentified, so it's fairly important to have at least one Appraiser in the group.

Appraising Success Formula (APPRAISING LEVEL X 5) + 30 = ODDS OF SUCCESS

If you have the Element Analyzer, your odds of a successful Appraisal increase by 20%! Unsuccessful Appraisals don't cost anything more than the lost Spectacles; the unidentified item remains unidentified for another attempt.

Crafting

Required Skills—

Aesthetics, Eye for Detail, Mineralogy

Required Talents—

Originality, Nimble Fingers

Learned Talents—

Originality, Nimble Fingers

Required Items—

Minerals

Enhancing Items—

Soldering Iron

Crafting allows you to turn basic Minerals into usable items! While most items you craft become accessories, some armor is found here too. When you need more ingredients, create more with the Alchemy specialty. Using common Iron from a store, you can eventually make most accessories in the game.

Crafting Success Formula (CRAFTING LEVEL X 10) ÷ ITEM DIFFICULTY SCORE = ODDS OF SUCCESS

Owning the Soldering Iron adds another 20% to the total. Still, there is always a 25% chance of failure. Use the song "Goddess's Arrival" to give yourself a better chance for extremely tricky Crafting attempts. And, as always, remember to save before working with rare ingredients!

Each character crafts a bit differently. A given character might only have three or four possibilities when they craft with a specific mineral. However, the same mineral might yield entirely different results with another character. Failure in Crafting will yield a worthless item. Raise Crafting to level 10 with two different characters for the best results.

CRAFTING TABLE

MATERIAL	POSSIBLE RESULTS
Iron	Hefty Earring, Hefty Ring, Amulet of Antivenin, Weird Doll, Onyx Earring, Weighty Ring, Amulet of Freedom, Amulet of Flexibility
Silver	Silver Ring, Silver Pendant, Silver Cross, Silver Idol, Silver Charm, Silver Barrette, Silver Earring, Silver Amulet
Gold	Gold Bracelet, Gold Idol, Golden Brooch, Gold Earring, Gold Cross, Gold Crown, Storm Ring, Gold Ring
Sapphire	Anklet, Purple Amulet, Foot Insignia, Angelic Headband, Blue Talisman, Aqua Ring, Water Ring
Ruby	Berserker Ring, Ricochet Bracelet, Ruby Earring, Fire Ring, Flare Ring, Shield Earring, Blood Earring
Crystal	Prism Ring, Glass Slippers, Holy Ring, Ring of Fusion, Ring of Resistance, Froghead, Intimidation Pendant, Princess Ring
Green Beryl	Faerie Ring, Chain of Might, Emerald Ring, Emerald Earring, Talisman, Bracelet of Gambling, Crown, Green Bracelet
Diamond	Glittering Earring, Earring of the Winds, Sacrificial Doll, Earring of Magnetism, Earring of Readiness, Thunder Ring, Ring of Trust, Lavish Idol
Star Ruby	Ruby Pendant, Ring of Absorption, Shield Ring, Stardust Ring, Necklace, Star Necklace, Star Earring
Rainbow Diamond	Dream Bracelet, Ring of Might, Regeneration Ring, Breeze Earring, Shadow Cross, Magic Cross, Mystic Amulet, Ring of Healing
Moonstone	Ring of Insanity, Lunar Charm, Earring of Frenzy, Moonlight, Lunar Talisman, Moon Earring, Ring of the Accursed, Ring of Lunacy
Philosopher's Stone	Mallet Charm, Hammer Charm, Ring of Wisdom, Mind Ring, Ring of Infinity, Mist Insignia, Ring of Mental Power, Ring of Avoidance

SPECIAL CRAFTING (PLOT/CHARACTER RELATED)

MATERIAL	POSSIBLE RESULTS
Flawed Orb	Orb of Fire
Smooth Crystal	Symbol of the Gods



CLAUDE

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Hefty Earring, Hefty Ring, Weighty Ring, Amulet of Antivenin
Silver	Silver Amulet, Silver Cross, Silver Barrette, Silver Ring
Gold	Gold Bracelet, Gold Cross, Gold Earring, Golden Brooch
Sapphire	Angelic Headband, Purple Amulet, Water Ring
Ruby	Berserker Ring, Ricochet Bracelet, Ruby Earring
Crystal	Froghead, Prism Ring, Ring of Fusion, Ring of Resistance
Green Beryl	Crown, Faerie Ring, Bracelet of Gambling, Chain of Might
Diamond	Earring of Magnetism, Earring of Readiness, Glittering Earring, Sacrificial Doll
Star Ruby	Necklace, Ruby Pendant, Shield Ring
Rainbow Diamond	Ring of Might, Dream Bracelet, Regeneration Ring, Breeze Earring
Moonstone	Ring of Insanity, Lunar Talisman, Moon Earring, Moonlight
Philosopher's Stone	Ring of Mental Power, Hammer Charm, Mallet Charm, Ring of Wisdom



RENA

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Onyx Earring, Amulet of Freedom, Amulet of Flexibility, Weird Doll
Silver	Silver Charm, Silver Idol, Silver Pendant, Silver Earring
Gold	Gold Crown, Gold Idol, Gold Ring, Storm Ring
Sapphire	Anklet, Aqua Ring, Blue Talisman, Foot Insignia
Ruby	Blood Earring, Flare Ring, Shield Earring
Crystal	Glass Slippers, Holy Ring, Princess Ring, Intimidation Pendant
Green Beryl	Emerald Earring, Emerald Ring, Green Bracelet, Talisman
Diamond	Glittering Earring, Lavish Idol, Earring of the Winds
Star Ruby	Ring of Absorption, Star Earring, Star Necklace, Stardust Ring
Rainbow Diamond	Ring of Healing, Shadow Cross, Magic Cross, Mystic Amulet
Moonstone	Lunar Charm, Ring of Lunacy, Moon Earring
Philosopher's Stone	Ring of Infinity, Mind Ring, Mist Insignia



CELINE

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Onyx Earring, Hefty Ring, Weighty Ring, Weird Doll
Silver	Silver Barrette, Silver Charm, Silver Earring, Silver Pendant, Silver Ring
Gold	Gold Crown, Gold Idol, Gold Ring
Sapphire	Aqua Ring, Blue Talisman, Foot Insignia
Ruby	Blood Earring, Fire Ring, Flare Ring, Ricochet Bracelet
Crystal	Glass Slippers, Holy Ring, Princess Ring, Intimidation Pendant
Green Beryl	Crown, Emerald Earring, Emerald Ring, Talisman
Diamond	Earring of Magnetism, Earring of Readiness, Earring of the Winds, Thunder Earring
Star Ruby	Ring of Absorption, Star Earring, Star Necklace, Stardust Ring
Rainbow Diamond	Dream Bracelet, Shadow Cross, Regeneration Ring, Breeze Earring
Moonstone	Lunar Charm, Moon Earring, Moonlight
Philosopher's Stone	Ring of Infinity, Ring of Mental Power, Mist Insignia, Ring of Wisdom



ASHTON

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Hefty Earring, Hefty Ring, Onyx Earring, Weighty Ring
Silver	Silver Amulet, Silver Cross, Silver Idol, Silver Ring
Gold	Gold Crown, Gold Idol, Gold Earring, Storm Ring
Sapphire	Anklet, Foot Insignia, Purple Amulet
Ruby	Blood Earring, Ruby Earring, Shield Earring
Crystal	Holy Ring, Ring of Fusion, Ring of Resistance, Intimidation Pendant
Green Beryl	Crown, Emerald Ring, Faerie Ring, Talisman
Diamond	Glittering Earring, Lavish Idol, Ring of Trust
Star Ruby	Necklace, Ring of Absorption, Ruby Pendant, Shield Ring
Rainbow Diamond	Ring of Might, Dream Bracelet, Regeneration Ring, Breeze Earring
Moonstone	Lunar Charm, Moon Earring, Moonlight
Philosopher's Stone	Hammer Charm, Mallet Charm, Mind Ring



DIAS

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Amulet of Freedom, Amulet of Antivenin, Amulet of Flexibility, Hefty Earring
Silver	Silver Amulet, Silver Barrette, Silver Cross, Silver Pendant
Gold	Gold Bracelet, Gold Cross, Gold Earring, Golden Brooch
Sapphire	Anklet, Aqua Ring, Purple Amulet
Ruby	Blood Earring, Flare Ring, Shield Earring
Crystal	Froghead, Holy Ring, Ring of Fusion, Ring of Resistance
Green Beryl	Emerald Ring, Faerie Ring, Green Bracelet, Chain of Might
Diamond	Earring of Magnetism, Earring of Readiness, Glittering Earring, Sacrificial Doll
Star Ruby	Necklace, Stardust Ring
Rainbow Diamond	Ring of Might, Dream Bracelet, Regeneration Ring, Breeze Earring
Moonstone	Ring of Insanity, Lunar Talisman, Moon Earring, Moonlight
Philosopher's Stone	Ring of Mental Power, Hammer Charm, Mallet Charm, Ring of Wisdom



PRECIS

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Onyx Earring, Hefty Earring, Hefty Ring, Weighty Ring
Silver	Silver Amulet, Silver Cross, Silver Idol, Silver Earring
Gold	Gold Bracelet, Gold Cross, Gold Earring
Sapphire	Anklet, Aqua Ring, Blue Talisman, Foot Insignia
Ruby	Berserker Ring, Flare Ring, Ricochet Bracelet
Crystal	Froghead, Princess Ring, Prism Ring, Ring of Resistance
Green Beryl	Faerie Ring, Green Bracelet, Bracelet of Gambling, Chain of Might
Diamond	Earring of Magnetism, Earring of Readiness, Glittering Earring, Ring of Trust
Star Ruby	Necklace, Shield Ring, Stardust Ring
Rainbow Diamond	Dream Bracelet, Ring of Healing, Magic Cross, Zephyr Ring
Moonstone	Lunar Charm, Ring of Lunacy, Moon Earring
Philosopher's Stone	Ring of Infinity, Mist Insignia, Ring of Wisdom



BOWMAN

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Amulet of Freedom, Amulet of Antivenin, Amulet of Flexibility, Hefty Earring
Silver	Silver Amulet, Silver Barrette, Silver Pendant
Gold	Gold Bracelet, Gold Cross, Gold Earring, Storm Ring
Sapphire	Anklet, Foot Insignia, Purple Amulet
Ruby	Blood Earring, Ruby Earring, Shield Earring
Crystal	Holy Ring, Ring of Fusion, Ring of Resistance, Intimidation Pendant
Green Beryl	Emerald Ring, Faerie Ring, Green Bracelet, Talisman
Diamond	Earring of Magnetism, Earring of Readiness, Glittering Earring, Sacrificial Doll
Star Ruby	Necklace, Ring of Absorption, Ruby Pendant, Shield Ring
Rainbow Diamond	Ring of Might, Dream Bracelet, Regeneration Ring, Breeze Earring
Moonstone	Ring of Insanity, Lunar Charm, Moon Earring, Moonlight
Philosopher's Stone	Ring of Mental Power, Hammer Charm, Mallet Charm, Ring of Wisdom



ERNEST

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Hefty Earring, Hefty Ring, Weighty Ring
Silver	Silver Amulet, Silver Cross, Silver Idol, Silver Ring
Gold	Gold Cross, Gold Idol, Gold Earring
Sapphire	Anklet, Blue Talisman, Purple Amulet
Ruby	Blood Earring, Flare Ring, Shield Earring
Crystal	Holy Ring, Ring of Fusion, Ring of Resistance, Intimidation Pendant
Green Beryl	Crown, Faerie Ring, Bracelet of Gambling, Talisman
Diamond	Earring of Readiness, Glittering Earring, Lavish Idol, Sacrificial Doll
Star Ruby	Necklace, Shield Ring
Rainbow Diamond	Ring of Might, Ring of Healing, Mystic Amulet, Breeze Earring
Moonstone	Lunar Charm, Moon Earring, Ring of Lunacy
Philosopher's Stone	Ring of Infinity, Ring of Mental Power, Mist Insignia



OPERA

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Onyx Earring, Hefty Earring, Amulet of Freedom, Amulet of Antivenin
Silver	Silver Amulet, Silver Barrette, Silver Pendant, Silver Earring
Gold	Gold Crown, Gold Idol, Gold Ring
Sapphire	Anklet, Blue Talisman, Foot Insignia, Purple Amulet
Ruby	Blood Earring, Ricochet Bracelet
Crystal	Glass Slippers, Prism Ring, Ring of Fusion, Intimidation Pendant
Green Beryl	Crown, Faerie Ring, Bracelet of Gambling, Chain of Might
Diamond	Earring of Magnetism, Glittering Earring, Earring of the Winds
Star Ruby	Necklace, Ring of Absorption, Ruby Pendant, Shield Ring
Rainbow Diamond	Ring of Might, Dream Bracelet, Regeneration Ring
Moonstone	Ring of Insanity, Lunar Charm, Moon Earring, Moonlight
Philosopher's Stone	Hammer Charm, Mallet Charm, Mind Ring, Ring of Wisdom



LEON

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Onyx Earring, Amulet of Antivenin, Amulet of Flexibility
Silver	Silver Barrette, Silver Charm, Silver Earring, Silver Ring
Gold	Gold Bracelet, Gold Earring, Storm Ring
Sapphire	Anklet, Aqua Ring, Foot Insignia, Water Ring
Ruby	Blood Earring, Fire Ring, Flare Ring, Shield Earring
Crystal	Holy Ring, Ring of Fusion, Ring of Resistance, Intimidation Pendant
Green Beryl	Emerald Ring, Faerie Ring, Green Bracelet, Talisman
Diamond	Earring of Magnetism, Glittering Earring, Ring of Trust
Star Ruby	Ring of Absorption, Star Earring, Star Necklace, Stardust Ring
Rainbow Diamond	Ring of Healing, Magic Cross, Mystic Amulet
Moonstone	Lunar Talisman, Moon Earring, Moonlight
Philosopher's Stone	Mallet Charm, Ring of Mental Power, Mist Insignia



NOEL

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Onyx Earring, Weighty Ring, Amulet of Flexibility, Weird Doll
Silver	Silver Charm, Silver Idol, Silver Pendant, Silver Earring
Gold	Gold Bracelet, Gold Idol, Gold Ring, Golden Brooch, Storm Ring
Sapphire	Anklet, Aqua Ring, Blue Talisman, Purple Amulet, Water Ring
Ruby	Blood Earring, Flare Ring, Shield Earring
Crystal	Froghead, Holy Ring, Ring of Fusion, Ring of Resistance
Green Beryl	Emerald Earring, Emerald Ring, Green Bracelet, Talisman
Diamond	Lavish Idol, Ring of Trust, Glittering Earring, Thunder Ring
Star Ruby	Ring of Absorption, Ruby Pendant, Star Earring, Star Necklace
Rainbow Diamond	Ring of Healing, Magic Cross, Mystic Amulet
Moonstone	Lunar Talisman, Moon Earring, Moonlight
Philosopher's Stone	Infinity Ring, Mind Ring, Mist Insignia, Ring of Avoidance



CHISATO

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Hefty Earring, Hefty Ring, Weighty Ring, Amulet of Antivenin
Silver	Silver Amulet, Silver Barrette, Silver Cross, Silver Pendant
Gold	Gold Bracelet, Gold Cross, Gold Earring
Sapphire	Angelic Headband, Purple Amulet, Water Ring
Ruby	Berserker Ring, Ricochet Bracelet, Ruby Earring
Crystal	Froghead, Glass Slippers, Princess Ring, Prism Ring
Green Beryl	Faerie Ring, Green Bracelet, Bracelet of Gambling, Chain of Might
Diamond	Earring of Magnetism, Earring of Readiness, Glittering Earring, Sacrificial Doll
Star Ruby	Necklace, Ruby Pendant, Shield Ring
Rainbow Diamond	Ring of Might, Dream Bracelet, Regeneration Ring, Breeze Earring
Moonstone	Ring of Insanity, Lunar Charm, Moon Earring, Moonlight
Philosopher's Stone	Hammer Charm, Mallet Charm, Ring of Mental Power, Ring of Wisdom



WELCH

CRAFTING MATERIAL	POSSIBLE RESULTS
Iron	Amulet of Freedom, Amulet of Flexibility, Hefty Earring, Hefty Ring, Onyx Earring
Silver	Silver Charm, Silver Idol, Silver Pendant, Silver Earring
Gold	Gold Bracelet, Gold Cross, Gold Earring, Gold Ring, Storm Ring
Sapphire	Anklet, Aqua Ring, Blue Talisman, Purple Amulet, Water Ring
Ruby	Berserker Ring, Blood Earring, Flare Ring
Crystal	Froghead, Glass Slippers, Holy Ring, Princess Ring
Green Beryl	Chain of Might, Faerie Ring
Diamond	Glittering Earring, Lavish Idol, Earring of the Winds
Star Ruby	Ring of Absorption, Star Earring, Star Necklace, Stardust Ring
Rainbow Diamond	Breeze Earring, Dream Bracelet, Mystic Amulet, Regeneration Ring, Ring of Healing
Moonstone	Earring of Frenzy, Lunar Charm, Ring of the Accursed, Ring of Insanity, Ring of Lunacy
Philosopher's Stone	Infinity Ring, Mind Ring, Mist Insignia, Ring of Avoidance
Smooth Crystal	Symbol of the Gods

Writing

Required Skills—
Penmanship

Required Talents—
Composition

Learned Talents—
Composition

Required Items—
Fountain Pen

Enhancing Items—
Word Processor (+10%),
Beret (10% on equipped
character)

Once a character achieves level 5 in a skill, the Writing specialty allows him or her to compose a book about that skill. These tomes can then be used on characters to automatically increase his or her skill level by one, but only up to level 5. After that, they must learn the hard way by spending skill points. Still, this is a great way to boost your characters' low-level skills without expending valuable skill points. This is especially useful on skills like Biology and Faeriology, which are both very expensive for the first five levels!

Writing Success Formula
(WRITING LEVEL X 8) ÷ BOOK DIFFICULTY = ODDS OF SUCCESS

Owning the Word Processor increases your final odds by 10%. However, if the character attempting to write is wearing a Beret, his or her success rate goes up 10% as well. Combine the two for a 20% jump in your odds! Failure creates a wide variety of mediocre manuscripts that add no value to your party.

BOOKS

SKILL	BOOK	DIFF.
Animal Training	Friends of the Woods	2
Biology	Life in Nature	2
Counter	Scroll of Reprisal	3
Eye for Detail	Metallurgy	1
Faeriology	The Bestiary	4
Herbology	All About Herbs	2
Imitation	Death of Originality	3
Item Knowledge	Pocket Encyclopedia	1
Keen Eye	Choosing Ingredients	4
Knife	Food for the Soul	3
Machinery	Engineer's Handbook	4
Mental Science	Walls of the Soul	1
Mineralogy	Secrets of the Earth	1
Music Knowledge	Musicology	2
Operation	Operation Manual	3
Performance	The World's a Stage	3
Power Burst	Scroll of Power	4
Recipe	Dish of the Day	2
Sketching	Drawing Poses	3
Smithing	The Perfect Rhythm	4
Technology	Hermetic Philosophy	4

Compounding

Required Skills—
Biology, Herbology, Mental
Science

Required Talents—
N/A

Learned Talents—
N/A

Required Items—
Herbs

Enhancing Items—
Sterile Glove

Compounding enables you to use various Herbs to make more powerful items. Choose two of the Herbs in your inventory and see what happens when you mix them together.

COMPOUNDING SUCCESS RATES

LEVEL	SUCCESS RATE
1	16%
2	18%
3	22.5%
4	25%
5	27.5%
6	32.5%
7	35%
8	37.5%
9	42.5%
10	45%

If you have the Sterile Glove, your chances of successful Compounding increases by 20%! Successful Compounding creates one of four different items, depending on what combination of Herbs you're using. Keep in mind that some items can be made from multiple combinations.

Compounding Herbs: Artemis Leaf, Athelas, Lavender, Mandrake, Rose Hip, Wolfsbane

COMPOUNDING ITEMS

MIX ARTEMIS LEAF W/	POSSIBLE ITEMS
Artemis Leaf	Faerie Elixir, Immunity Pill, Medicine Bottle, Medicine Bottle
Athelas	Herbal Potion, Medicine Bottle, Potion of Epiphany, Wonder Drug
Mandrake	Hazardous Heal, Medicine Bottle, Sour Syrup, Sweet Syrup
Lavender	Medical Rinse, Resurrection Mist, Smelling Salts, Wonder Drug
Rose Hip	Compress of Veda, Marionette Pill, Paralysis Cure, Potion of Trust
Wolfsbane	Fruit Syrup, Hot Syrup, Sour Syrup, Violent Pill
MIX ATHELAS W/	POSSIBLE ITEMS
Athelas	Faerie Mist, Ointment of Veda, Resurrection Elixir, Smelling Salts
Lavender	Holy Mist, Potion of Reversal, Refreshing Syrup, Resurrection Mist
Mandrake	Elven Powder, Hot Syrup, Potion of Reversal, Risky Resurrection
Rose Hip	Mental Potion, Potion of Might, Potion of the Winds, Witch Powder
Wolfsbane	Bubble Lotion, Faerie Cologne, Potion of Lilith, Shock Oil
MIX LAVENDER W/	POSSIBLE ITEMS
Lavender	Herbal Potion, Medical Rinse, Mixed Syrup, Resurrection Elixir
Mandrake	Maple Syrup, Potion of Merlin, Potion of Nightmares, Smoke Oil
Rose Hip	Fruit Syrup, Holy Mist, Refreshing Syrup, Sweet Syrup
Wolfsbane	Bitter Lotion, Melt Potion, Oil of Paralysis, Stink Gel

COMPOUNDING ITEMS

MIX MANDRAKE W/	POSSIBLE ITEMS
Mandrake	Risky Resurrection, Sacrifice Pill, Temper Tablet, Violent Pill
Rose Hip	Attack Potion, Lotion of Strength, Potion of Epiphany, Potion of the Winds
Wolfsbane	Bubble Lotion, Faerie Cologne, Melt Potion, Potion of Lilith
MIX ROSE HIP W/	POSSIBLE ITEMS
Rose Hip	Antidote, Maple Syrup, Mixed Syrup, Sweet Potion
Wolfsbane	Hazardous Heal, Paralysis Mist, Potion of Nightmares, Succubus Perfume
MIX WOLFSBANE W/	POSSIBLE ITEMS
Wolfsbane	Malodorous Potion, Melt Potion, Mist of Madness, Stink Gel

Cooking

Required Skills—
Keen Eye, Knife, Recipe

Required Items—
Food Ingredients

Required Talents—
Taste

Enhancing Items—
Keen Kitchen Knife

Learned Talents—
Taste

Store-bought restorative items are useful. They are easy to use and there's an unlimited number of them out there. But what about healing outside of battle? There's no reason to waste valuable healing items that could mean the difference between victory and defeat. For those times when you need to heal your party but don't want to lose those valuable in-battle healing items, you'll be glad you invested in the Cooking skill. You'll be able to create some of the most powerful healing items in this manner.

Cooking Success Formula

$[(\text{COOKING LEVEL} \times 10) + 50] \div \text{DISH DIFFICULTY} = \text{ODDS OF SUCCESS}$

With the Keen Kitchen Knife, your chances of a successful Cooking attempt increase by 20%. There is always a 10% chance of your Cooking attempt failing. Any score above 90% automatically reduces to 90%!

I LOVE THIS!

All characters have a favorite food. Feeding them their favorite food results in a higher than normal recovery effect!

Characters can even improve how much they get from their favorite dishes. Raise the Recipe skill for each person and watch as their best meals become better and better to eat. At level 10, Recipe lets that character's favorite food restore all health and magic points.

RARE INGREDIENTS

Failed Cooking results in nasty dishes most of the time, but rare ingredients just burn up if the Cooking attempt fails. In fact, you don't end up creating anything at all.

Cooking Ingredients: Creamy Cheese (rare), Fruit, Gelatinous Slime (rare), Wobbly Slime (rare), Grains, Eggs and Dairy, Organic Vegetables (rare), Marenne Oysters (rare), Meat, Seafood, Sirloin (rare), Sweet Fruit (rare), Top-Quality Tuna (rare), Vegetables, Magic Rice (rare), Ingredients of Yarma (rare)

The best way to get rare Cooking ingredients is to participate in the Cooking Contest in Fun City. Winning those challenges gets your party a number of ingredients.

EVERYONE'S FAVORITE DISHES

CHARACTER	FAVORITE FOOD	HOW TO MAKE/ACQUIRE
Ashton	Hamburg Steak	Meat Cooking
Bowman	Radish Miso Soup	Grains Cooking
Celine	Rabbit Risotto	Meat Cooking
Chisato	Fruit Sandwich	Fruit Cooking
Claude	Steak	Meat Cooking or the Centropolis Store
Dias	Chicken Shish Kebab	Meat Cooking or Fun City Store
Ernest	Bloody Driver	Grains Cooking
Leon	Carrot Juice	Vegetables Cooking
Noel	Fine Tuna Sashimi	Seafood Cooking
Opera	Lime Cooler	Fruit Cooking
Precis	Chocolate Crepe	Eggs and Dairy Cooking
Rena	Shortcake	Eggs and Dairy Cooking
Welch	Chocolate Banana	Fruit Cooking

Alchemy

Required Skills—
Technology, Mineralogy, Faeriology

Required Talents—
Blessing of Mana

Learned Talents—
N/A

Required Items—
Iron

Enhancing Items—
Triangle Flask, Lezard's Flask

This skill allows you to take common Iron ore and turn it into more valuable Minerals. The advanced Minerals are then used as ingredients for the Customization, Blacksmith, and Crafting skills. The higher your Alchemy level, the better the Minerals that you can create.

Lezard's Flask is required for higher-tier Alchemy; it gives you a chance to create some of the most important ingredients in the game! If you have the Triangle Flask, your odds of success are automatically increased by 20%!

Alchemy Success Formula

$(\text{ALCHEMY LEVEL} \times 16) \div \text{TARGET MINERAL DIFFICULTY} = \text{ODDS OF SUCCESS}$



MONEY FOR NOTHING

The raw ingredient for Alchemy is Iron, which can be purchased at item stores throughout the world. It's cheap, so it won't cost much to buy it in bulk.

The ingredients you get from Alchemy sell for a fair sum. If you don't mind spending time farming money, go ahead and turn Iron into more valuable materials. Sell off the goodies you don't need and reap the profits!

ALCHEMY MINERALS

LEVEL	TARGET MINERAL	DIFF.	LEZARD'S FLASK REQUIRED?
1	Silver	1	No
1	Gold	2	No
2	Sapphire	2	No
2	Ruby	2	No
3	Green Beryl	3	No
3	Crystal	3	No
4	Diamond	4	No
5	Star Ruby	4	No
6	Damascus	5	No
6	Rune Metal	5	Yes
7	Orichalcum	6	No
7	Rainbow Diamond	6	Yes
8	Moonrock	8	Yes
8	Philosopher's Stone	8	Yes
8	Meteorite	8	Yes
8	Mithril	8	Yes

Survival

Required Skills—
Herbology, Resilience

Required Items—
N/A

Required Talents—
N/A

Enhancing Items—
Survival Kit

Learned Talents—
N/A

Survival lets you trade magic for items. It only takes 4 MP and a few seconds to scour the area. Results vary depending on where the party is located, but none of the items are especially powerful. Although the MP loss is minimal, Survival involves somewhat of a time investment.

Survival Success Formula

$(\text{SURVIVAL LEVEL} \times 5) + 40 \div \text{TERRAIN DIFFICULTY} = \text{ODDS OF SUCCESS}$

If you own the Survival Kit, your chances of a successful search increase by 20%. Most of the time, you'll find minor Cooking ingredients in this manner. On rare occasions, an Herb or a Mineral appears instead. You can acquire Herbs and Minerals much faster by shopping than by using Survival.

This is more of a last-ditch specialty. If you're out in the wild, are running out of restorative items, and can cook, use Survival to find ingredients. This isn't a common (or even a likely scenario), but that is when you'd be best suited to use this specialty.

Replication

Required Skills—
Imitation

Required Talents—
N/A

Learned Talents—
N/A

Required Items—
Magic Camera/RIRICA
+ Magic Film + a
reproducible item

Enhancing Items—
RIRICA

What's better than having a wonderful item that you can't live without? Having two wonderful items that you can't live without! Replication creates the opportunity to do just that! Most items can be duplicated with the use of a Magic Camera or a RIRICA (created using the Machinist specialty). Not all items can be replicated, and replicating powerful items is usually very difficult. Create a RIRICA for yourself, get Goddess's Arrival playing, and enjoy the results.

Replication Success Formula

ITEM COPY VALUE + (REPLICATION LEVEL X 3) > (RANDOM NUMBER FROM 0-255) = SUCCESS

Using the RIRICA item adds another 20 to your total. This total is checked against a randomly generated number from 0 to 255. If your total is greater than this randomly generated number, the Replication is successful. If your number is lower, then you get nothing of value.

EXAMPLES OF GOOD REPRODUCIBLE ITEMS

ORIGINAL ITEM	RESULTS?
Counterfeit Medal	Free levels (up until level 100)
Experience Card	Double EXP for one battle
Hexagram Card	Spell blocking
Rare Cooking Ingredients	These items are often hard to find
High-End Equipment	Sell these for money to avoid using Contraband as often
Treasure Card	Help procure a specific item that doesn't drop often enough

Machinist

Required Skills—
Machinery, Operation

Required Talents—
Design Sense, Nimble
Fingers

Learned Talents—
Design Sense, Nimble
Fingers

Required Items—
Mechanic's Toolbox

Enhancing Items—
N/A

This specialty is perfect for supplementing other crafts. A good Machinist can manufacture many of the items that increase success chances for alternate specialties (e.g., the RIRICA, Word Processor, and so on).

OPERA THE RIVETER

Opera makes an excellent Machinist, if she is in your party. One of the most powerful special arts in the entire game is learned when Opera uses Machinist. Randomly, she'll create the White Upgrade, which teaches her Healing Star. After using Healing Star for a certain amount of time, you can replace any and all healers in the group and let Opera deal damage and keep the party going.

Precis is also a good character to pair with Machinist. Some of her special abilities are also created with the Machinist specialty.

Machinist Success Formula

(MACHINIST LEVEL X 16) ÷ ITEM DIFFICULTY = ODDS OF SUCCESS

ITEMS CHART

DIFFICULTY	ITEMS
1	Daze Bomb, Deadly Poison, Soldering Iron
2	Flare Bomb, Mind Bomb, Magician's Glove, Music Box
3	4-way Bomb, Assault Bomb, Sterile Glove, Word Processor
4	Defense Bomb, Graphic Tool, Megabomb, RIRICA, Survival Kit
5	Element Analyzer, Nuclear Bomb, Triangle Flask

PRECIS-SPECIFIC MACHINIST RESULTS

ITEM	EFFECT
3-D Projector	A piece of junk bought for Precis by her dad
Plasma Generator	Teaches Precis the ability called Forcefield
Megalauncher	Teaches Precis the ability called Robbie's Superbeam

OPERA-SPECIFIC MACHINIST RESULTS

ITEM	EFFECT
White Upgrade	Teaches Opera the Healing Star ability
Black Upgrade	Teaches Opera the Refraction Beam ability
Green Upgrade	Teaches Opera the Hyperlauncher ability

Oracle

Required Skills—
ESP, Piety, Purity

Required Talents—
N/A

Learned Talents—
N/A

Required Items—
N/A

Enhancing Items—
N/A

This specialty is entirely optional. It doesn't affect major elements of gameplay, it won't create additional items, and the hints it provides are covered in several places.

Luckily, there's no cost when you make prayers as an Oracle. So go ahead and use the specialty to your heart's content. You're going to raise the skills at some point anyway.

Music

Required Skills—
Music Knowledge,
Performance

Required Talents—
Rhythm Sense, Listening

Learned Talents—
Rhythm Sense, Listening

Required Items—
Instrument, Feather Pen
(for Composing),
Conductor Baton (for
Performing)

Enhancing Items—
Music Editor

Music is arguably one of the most flexible and powerful specialties in this game. The songs you learn through Music can influence the party inside and outside of battle. Knowing Music makes it easier to craft successfully and there's even a special boss fight later in the game that requires the use of Music. What can't this specialty do?

Music Composition Success Formula

(MUSIC LEVEL X 8) ÷ SONG DIFFICULTY RATING = ODDS OF SUCCESS

Owning the Music Editor increases your chance of a successful composition by 20%. When you want to compose a song, access the Skill menu, select Music, and then select Compose. Have a character with Rhythm Sense and Listening work on each instrument you find (there are two songs for each type).

When you're ready to perform, simply choose a song. Performing Music always succeeds if you have both appropriate talents. There is a time limit for each song, so it's important to get involved with whatever you wanted to do. Be careful if you do not have the necessary talents, as the songs will provide detrimental effects contrary to the desired result.

Songs

When performed in an area with random encounters, Hero's Arrival and The Devil's Aria thrust your party into battle as soon as you leave the menu. These encounters provide a good way to gather EXP and dropped items. The enemies you fight are determined by your Music skill level. Using The Devil's Aria at Music level 8 is one of the fastest ways to level up later in the game. Combine this with replicated Experience Cards for massive power leveling.

SONG LIST

SONG	INSTRUMENT	RATE	EFFECT
Spirit Dance	Cembalo	4	HIT up
Faerie Dance	Cembalo	8	Agility up
Battle Blues	Harmonica	4	Random encounter rate up
Lonely Blues	Harmonica	8	Random encounter rate down
Song for Justice	Lyre	4	Increased offense
The Eternal Song	Lyre	8	Increased defense
A Pale Breeze	Mystical Shamisen	4	Movement rate increased
A Hidden Power	Mystical Shamisen	8	Max HP & MP increased
Salvation Hymn	Piano	4	HP/MP recovery while walking
Celebration Hymn	Piano	8	All stats increased
A Healing Tune	Pipe Organ	4	Recover HP while walking
A Relaxing Tune	Pipe Organ	8	Recover MP while walking
The Devil's Aria	Silver Trumpet	4	Immediately fight special enemy if in random encounter area (see chart on following page)
Aria of the Gods	Silver Trumpet	8	Specialties can succeed even if character does not have required talents
Hero's Arrival	Violin	4	Immediately fight preset enemies if in random encounter area (see chart on following page)
Goddess's Arrival	Violin	8	Increases specialty success rate (very important)

Using the Silver Trumpet to Summon Bosses

MUSIC SKILL	CREATURE SUMMONED	NOTES
Level 1	N/A	No Effect
Level 2	Phoenix	Very easy
Level 3	Manic Gunner	
Level 4	Hell Savant	Dangerous, but high EXP
Level 5	Mithril Eater	
Level 6	Elysian Slug	
Level 7	Geo Guardian	
Level 8	Dragon Tyrant	Amazing EXP and Fol
Level 9	Sorcerer	
Level 10	Iseria Queen	Special boss

Train

Required Skills—
Determination, Effort,
Resilience

Required Talents—
N/A

Learned Talents—
N/A

Required Items—
N/A

Enhancing Items—
N/A

Characters Train to gain bonus EXP. You lose some of your maximum ATK and DEF while training, but it's well worth the sacrifice. Outside of boss encounters, almost all characters should use the Train command. If you're well equipped, leave the command on during boss fights. That said, if your party gets wiped out, you should turn off Train before making another attempt against the boss.

$$\text{Training Coefficient Formula} \\ (\text{SUM TOTAL TRAINING LEVEL OF ALL CURRENT ALLIES}) \times 0.25 = \\ \text{AMOUNT OF CHANGE}$$

The amount of change can be anywhere from a mere 0.25% to 20%. This percentage determines how far everyone's ATK and DEF stats are reduced, and how much your EXP is increased. Note that magic power is unaffected, so healing and damage spells are at full strength.

Scouting

Required Skills—
Danger Radar

Required Talents—
Animal Instinct

Learned Talents—
Animal Instinct

Required Items—
N/A

Enhancing Items—
N/A

Scouting helps you increase or decrease the number of random encounters in an area. Use aggressive Scouting to reduce the time between fights; this helps for getting more EXP in a shorter period. On the other hand, use Scouting to avoid fights if you're having trouble in an area you're trying to hurry through.

$$\text{Scouting Variable Formula} \\ \text{SCOUTING LEVEL} \times 5 = \% \text{ CHANGE IN ENCOUNTER RATE}$$

This specialty always works if your Scout has the Animal Instinct talent. Be careful about using it otherwise, as it's possible for the specialty to backfire and provide the wrong effect.

Animal Instinct is one of the trickier talents to master, even when using Orchestra. Enter the Scouting menu, change your setting (while Orchestra is still playing), then exit the menu. Repeat this process until you succeed. Sometimes it's better to look at your characters, find someone who has started with the talent and force them to become the Scout for your party.

Familiar

Required Skills—
Animal Training, Whistling

Required Talents—
Love of Animals

Learned Talents—
Love of Animals

Required Items—
Pet Food

Enhancing Items—
N/A

Familiars allow you to enter a shop interface even if you're in the middle of a dungeon. This specialty summons different birds to do your shopping! The higher your skill level, the bigger your bird. This expands the inventory of the bird store.

$$\text{Familiar Success Formula} \\ \text{FAMILIAR LEVEL} \times 8 = \text{ODDS OF SUCCESS}$$

FAMILIARS AND ITEMS

LEVEL	FAMILIAR	ITEMS
1~2	Pigeon	Aquaberries, Blackberries, Blueberries, Spectacles
3~4	Crow	Flare Bomb, Lavender, Rose Hip, Wolfsbane
5~6	Stork	Mandrake, Mind Bomb, Paralysis Cure, Resurrection Elixir, Stone Cure
7~8	Hawk	Eggs and Dairy, Fruit, Grains, Meat, Seafood, Vegetables
9~10	Eagle	Aquaberries, Athelas, Blackberries, Blueberries, Magic Canvas, Medicine Bottle, Resurrection Elixir, Spectacles

The final tier of items contains quite a few useful choices. It's always nice to have Resurrection Elixirs and a variety of restorative berries at your disposal. Try to have at least one character max out Familiar.

Pickpocketing

Required Skills—
Courage, Poker Face

Required Talents—
Nimble Fingers

Learned Talents—
N/A

Required Items—
Thief's Glove or
Magician's Glove

Enhancing Items—
Magician's Glove

Pickpocketing lets you steal items from other people. This works whether you're in a party or walking around solo during a Private Action. It's better to steal during Private Actions, because it won't affect your group's Friendship Points. Stealing in a group is just like Contraband; it randomly lowers Friendship Points between two characters in the party and that isn't good if you want to see the happiest endings!

$$\text{Pickpocket Success Formula} \\ (\text{PICKPOCKETING LEVEL} \times 16) \div \text{VICTIM DIFFICULTY} = \\ \text{ODDS OF SUCCESS}$$

The Magician's Glove is an enhanced version of the Thief's Glove that provides an extra 5% on your success rate when equipped. Even with that, though, the odds of a successful Pickpocket attempt are generally not high, and failing a Pickpocket attempt will make future attempts impossible, so make sure you save beforehand. The better the item the victim carries, the worse your odds of lifting it.

A number of amazing items are gained by Pickpocketing. You can get the Sword of Marvels as early as Marze! (To do this, pickpocket a Goodie Box from Elderly Person and reload the game until opening the Goodie Box results in a Sword of Marvels.) A Battle Suit right after recruiting Ernest? Unbelievable! But it's true. This specialty is stunning, even if it does require some saving and reloading to get the best gear.



SUPER SPECIALTIES

Super specialties combine the specialties of multiple party members to create new effects. Unlock super specialties by getting two (or more) characters above level 3 in the key specialty. Then, get the same characters a level (or more) in the secondary specialties. This sounds confusing, but it's rather simple once you're doing it.

Look over this section and see which specialties affect the super specialties below. Raise the skills associated with those specialties on two characters. That's it. You'll soon have access to the super specialties you need.

The super specialties' levels (used in determining success and/or effectiveness) are determined by adding together their "key" level ratings for all characters within the party, then dividing by three. Naturally, the higher the "key" levels are per individual, the better the super specialty level!

Master Chef

Required Specialties—
Cooking (Key), Compounding

Required Items—
Ingredients

Enhancing Items—
Keen Kitchen Knife

Cooking provides a wide variety of dishes for recovering your party's HP and MP. With Master Chef, you can combine two cooking ingredients to make even more powerful dishes! Some of these items sell for considerable Fol; this makes Master Chef a somewhat lucrative way to make money during the middle stages of the game. Just like with Cooking, failure will result in the creation of a very unappetizing concoction. The failure items are so noted in the accompanying chart.

Master Chef formula

$$((\text{MASTER CHEF LEVEL} \times 10) + 50) \div \text{COMBO DIFFICULTY} = \text{ODDS OF SUCCESS}$$

Owning the Keen Kitchen Knife increases your chances of a successful dish by 20%. It also negates the flat 10% chance of failure when making rare dishes.

MASTER CHEF DISHES

MIX EGGS & DAIRY W/	POTENTIAL DISHES
Eggs & Dairy	Plain Omelet, Umai-bo Candy 11, Old Milk (Failure)
Fruit	Coconut Milk, Bitter Cake (Failure)
Grains	Sweet Toast, Bitter Cake (Failure)
Meat	Cream Stew, Umai-bo Candy 5, Tasteless Stew (Failure)
Seafood	Chawanmushi, Umai-bo Candy 13, Rotting Sashimi (Failure)
Vegetables	Yogurt Salad, Umai-bo Candy 6, Wilted Salad (Failure)

MIX FRUIT W/	POTENTIAL DISHES
Fruit	Pear Compote, Umai-bo Candy 14, Bitter Juice (Failure)
Grains	Strawberry Rice Cake, Umai-bo Candy 12, Bitter Juice (Failure)
Meat	Muscat Jelly, Umai-bo Candy 8, Tasteless Stew (Failure)
Seafood	Sole in Wine Sauce, Rotting Sashimi (Failure)
Vegetables	Konjac Jelly, Umai-bo Candy 3, Bitter Juice (Failure)

MIX GRAINS W/	POTENTIAL DISHES
Grains	Bean Cake, Umai-bo Candy 10, Stinky Bean Cake (Failure)
Meat	Fried Rice with Meat, Umai-bo Candy 9, Tasteless Stew (Failure)
Seafood	Shark Fin Dumplings, Umai-bo Candy 7, Rotting Sashimi (Failure)
Vegetables	Kasuzuke, Wilted Salad (Failure)

MIX MEAT W/	POTENTIAL DISHES
Meat	Filet Mignon, Umai-bo Candy 2, Tasteless Stew (Failure)
Seafood	Swallow's Nest Soup, Tasteless Stew (Failure)
Vegetables	Peking Duck, Umai-bo Candy 4, Tasteless Stew (Failure)

MIX SEAFOOD W/	POTENTIAL DISHES
Seafood	Sashimi, Umai-bo Candy 1, Rotting Sashimi (Failure)
Vegetables	Mushroom Soup, Wilted Salad (Failure)

MIX VEGETABLES W/	POTENTIAL DISHES
Vegetables	Vegetable Stir-Fry, Wilted Salad (Failure)

Orchestra

Required Specialties—
Music (Key), Art

Required Items—
Conductor's Baton, several different types of instruments for your party

Enhancing Items—N/A

Orchestra differs from Music in that it only has a single "song." You either choose to play Orchestra or you don't; it always has the same effect. As long as the tune is playing, your group can use specialties as if everyone had access to all talents. This makes it easier to craft items, but that's not all there is to it. People without talents can learn new ones much faster while Orchestra is active.

As soon as you have Orchestra, sit down and teach your characters almost all of the talents available to them. This skill offers a boost in free skill points as people master new talents and are rewarded for doing so. It also makes future crafting easier, because you don't need to remember which characters have various talents. As long as the Orchestra is playing when you begin using a specialty, the effect counts. The song can end in the middle of item creation and you won't lose anything.

Enlightenment

Required Specialties—
Train (Key), Survival

Required Items—
N/A

Enhancing Items—
N/A

Turn this super specialty on to gain more skill points as your characters level up. Like the Train specialty, you must sacrifice some combat stats to utilize Enlightenment. Your melee characters are the hardest hit; they won't hit as often and they have a tougher time surviving in battle. It's still a very good trade-off for non-boss fights (indeed, a party with balanced levels can still take on bosses with Train and Enlightenment on).

$$\text{TRAIN SKILL} \times 4 = \text{MODIFIER}$$

This modifier is used to determine how the stats are lowered. Each time your characters level up under these conditions, the skill points earned increase by roughly (Enlightenment level x 6) percent....

$$\text{HIT DECREASES BY } (\text{MODIFIER} \div 5)$$

$$\text{AVD, GUTS, AND MOVEMENT SPEED DECREASE BY } (\text{MODIFIER} \times 1).$$

Bunny Call

Required Specialties—
Familiar (Key), Scouting

Required Items—
None

Enhancing Items—
N/A

This strange super specialty allows you to call a bunny to carry your party around. Bunny Call only works on the overland map, but it's well worth using. You don't have to waste as much time going back and forth for Private Actions and shopping while using it. Basically, this means more time for dungeons and really fun content!

Publication

Required Specialties—
Writing (Key), Machinist

Enhancing Items—
Word Processor

Required Items—
Fountain Pen

Publication creates books about the members of your party. These single-use items can be read by anyone in the group. Reading someone's book sets the reader's Friendship Points to 8 automatically. If the reader's Friendship was below 8 before, they will effectively like the person more. If the reader had a Friendship above 8, they will like the person less! There are also books that can similarly affect the Romantic Points between characters.

Using Publication is how you can tweak the endings. For example, if Claude was really close with both Rena and Opera, you could use Publication to force Rena's interest in Claude down to 8. Thus, Opera would secure her ending with Claude.

On the flip side, people who have used Pickpocketing and Contraband on a regular basis probably have low Friendship Ratings throughout the party. Heavy use of Publication can bring everyone up to a decent level with each other. Do this before going through the battles later in the game. Extensive battling and facing the end game challenges gives a few more Friendship Points to the active battle party. Thus, they'll get endings with each other despite the fact that you begged, borrowed, and stole your way through the game.

$$(\text{PUBLISHER'S MACHINIST SKILL} \times 16) \div 3 = \text{ODDS OF SUCCESS}$$

Owning the Word Processor increases your chances of a successful Publication by 20%, which is 10% more than it adds to the normal Writing specialty. This super specialty is a little unusual in that the "key" specialty (Writing) only affects who the book is about; it's the publisher's Machinery level that determines success.

Group Appraising

Required Specialties—
Appraising (Key), Crafting

Required Items—
Spectacles

Enhancing Items—
N/A

Use Group Appraising in shops, inns, and Skill Guilds to alter the price of their wares (up or down) by a significant margin. Choose to decrease the price when buying, or increase the price when you're looking to sell. These altered prices only last for one transaction, but the amount of money you can make/save is quite impressive.

$$\text{GROUP APPRAISING LEVEL} \times 3 = \% \text{ PRICE CHANGE}$$

Unlike many other specialties, Group Appraising always succeeds. The only difference is how much the price tag changes!

Blacksmith

Required Specialties—
Customization (Key), Alchemy

Required Items—
Smith's Hammer, a Mineral

Enhancing Items—
Magical Rasp

Blacksmith lets you create entire pieces of armor out of Minerals! The results are very impressive and there are a few incredible pieces of equipment that you can get through this process.

$$(\text{BLACKSMITH LEVEL} \times 8) + 40 \div \text{ITEM DIFFICULTY SCORE} = \text{ODDS OF SUCCESS}$$

Owning the Magical Rasp increases your chances of a successful blacksmithing by 20%, but that's not all it does; some items require you to have the Magical Rasp! This can actually become a problem at times. You can't craft the "lesser" items if you have the Magical Rasp in your inventory. For this reason, it's good to get some major blacksmithing done before you buy the Magical Rasp. However, blacksmithing without the 20% bonus may result in some less than desirable creations. Don't be surprised if your precious Mineral turns into Holey Armor!

Have a level 10 Musician play Goddess's Arrival when you're using blacksmithing. That gives a huge boost to your chance for success. Thus, fewer wasted materials and fewer reloaded games!

BLACKSMITHING WITHOUT THE MAGICAL RASP	
MATERIAL	POSSIBLE RESULTS
Iron	Plate Helmet, Plate Greaves, Knight's Shield, Padded Helmet, Ring Mail, Plate Armor, Keen Kitchen Knife
Orichalcum	Magic Armor, Neo Greaves, Hermit's Cap, Barrier Shield
Damascus	Bloody Armor, Bloody Helmet, Chaos Mail, Blessed Plate Armor
Moonstone	Armor of the Arc, Tiara of the Arc, Shield of the Arc, Witch's Boots
Mithril	Mithril Dress, Mithril Mesh, Mithril Shield, Mithril Coat
Meteorite	Cloak of the Stars, Star Greaves, Star Necklace, Star Guard
Rune Metal	Wizard's Armor, Wizard's Cap, Rune Buckler, Rune Shoes

BLACKSMITHING WITH THE MAGICAL RASP	
MATERIAL	POSSIBLE RESULTS
Iron	Keen Kitchen Knife, Plate Armor
Orichalcum	Reflecting Plate, Helmet of Odin
Damascus	Shield of Algol, Dueling Helmet, Dueling Suit
Moonstone	Robe of Ishtar, Hand of Kali, Tiara of Isis
Mithril	Shield of Athena
Meteorite	Sylvan Mail, Sylvan Helmet, Sylvan Boots
Rune Metal	Eagle's Shawl, Robe of Deception

Contraband

Required Specialties—
Pickpocketing (Key), Replication

Required Items—
Premium Paper

Enhancing Items—
N/A

This super specialty is good for profit. Most of the results are sold for substantial money, but there's also a potent level-building item hidden here too. The Counterfeit Medal is created using Contraband. Once you have a Counterfeit Medal, it's easy to use Replication to get as many of the medals as you desire. These items lower your needed EXP to 1, making it quite easy to level up. Although you can only use Counterfeit Medals up to level 100, it's still an effective way to get your party buffed up in a hurry.

$$(\text{CONTRABAND LEVEL} \times 8) \div \text{ITEM DIFFICULTY} = \text{ODDS OF SUCCESS}$$

Failure during Contraband produces Bounced Checks, which cost your party money as long as you hold onto them. Selling them at a store costs money (rather than making you money), but it stops the drain. Just get these items sold off and consider them the cost of doing business.

There is a more insidious cost as well: the respect of your friends. Pickpocketing and Contraband cause party members to lose Friendship Points for each other. The process is random, and you usually won't see the results until the end of the game. Still, it's rather sad to have an ending where almost all of the group members are separated, living their own lives.

CONTRABAND ITEMS		
ITEM	DIFFICULTY	USE
Forged Bill	1	Sell at shops
Stock Certificate	1	Sell at shops
Forged Check	2	Sell at shops
Item Order	2	You receive three random items
Forged Document	3	Sell at shops
Contract	3	Use in town to stay at inns for free
Health Insurance	3	Use on an unconscious ally to get their Level x1000 in FoI
Secret Account	4	Decreases shop and inn prices, increases sell prices for your items
Counterfeit Medal	4	EXP needed to level up becomes 1
Seizure Warrant	4	Get one random item with a Copy value of 30 or more



REGULAR ENEMIES

Are you interested in seeing the stats of all the monsters on Expel and Energy Nede? Do you hunger for information about levels, Hit Points, EXP gained, item drops, and more? It's all here! All of the regular monsters are listed first, followed by a special section for all the bosses.

Enemy Data

1	2	3	4	5	6	7	8
LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
30	9000	4000	2200	500	20	10	200

Strengths 12	Weaknesses 9
Dark	None
Item Drop 11	Location(s) 10
Ring of Healing (100%)	Mountain Palace

1 LVL: The enemy's level of power; compare the LVL with your character's own levels to determine the creature's toughness.

2 HP: The number of Hit Points the enemy has, which deplete as the enemy takes damage. When the enemy's health drops to 0 (zero), they die.

3 EXP: How much experience your characters receive for defeating the monster. (The sum of all monsters' EXP values is divided among the characters who participated in the battle.)

4 FOL: The amount of money the monster is carrying.

5 ATK: The monster's attack value. A higher ATK value means that the creature will inflict more damage with its melee attacks and its abilities.

6 DEF: Defense reduces the amount of damage your enemies take from melee attacks and physical abilities.

7 MAG: The enemy's total number of magic points.

8 AVD: This stat represents avoidance; creatures with a high AVD value can dodge physical attacks and abilities very easily.

9 Weaknesses: Some monsters are vulnerable to one or more of the six elements and take additional damage when these sources are used.

10 Location(s): Where you can find a particular foe.

11 Item Drop: Many creatures may drop items upon their defeat. This category lists any items the creature has and what the chance is for those items to appear after battle.

12 Strengths: Monsters that are strong to one or more of the six elements take little or no damage from these sources.

ALRAUNE	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	8	120	38	34	92	7	0	140

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Mandrake (6%), Rose Hip (6%)	Krosse Wilderness, Krosse Cave

ARCHER	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	28	200	295	155	260	0	0	80

Strengths	Weaknesses
None	Wind
Item Drop	Location(s)
Compress of Veda (6%)	Mountain Palace, Lasgus Mountains, Lacuer Wilderness

ARMORED KNIGHT	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	7	180	40	25	90	5	0	28

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Blueberries (6%)	Krosse Wilderness, Krosse Cave, Lacuer City

ATHUL ATHUL	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	65	5000	3800	50	800	50	0	120

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Purple Amulet (6%)	Field of Might

AULBEAR	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	200	300000	800000	100000	4000	1600	0	900

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

AXMAN OF DOOM	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	35	3200	1020	310	400	5	0	150

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Brigandine (5%), Star Ruby (3%)	Northern Lacuer Wilderness

BANDIT	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	15	500	300	360	150	10	0	70

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Orichalcum (47%), Sapphire (25%)	Forest of Symbols

BEASTMASTER	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	19	840	300	130	180	0	0	70

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Necklace (6%), Ruby Pendant (7%)	Salva Mines

BLACK BALLOON	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	27	700	400	150	10	0	0	20

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Blackberries (1%)	Lasgus Mountains, Lacuer Wilderness

BLACK SLIME	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	37	3600	1100	350	400	40	0	90

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Slime Gelatin (2%)	Hoffman Ruins

BLOOD HOUND	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	33	1100	940	288	355	20	0	100

Strengths	Weaknesses
Fire	None
Item Drop	Location(s)
Steak (6%)	Sacred Grounds of Linga

BLOODWORM	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	12	600	125	100	150	10	0	40

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Deadly Poison Bomb (6%)	Forest of Symbols

BOWLADY	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	35	600	1000	320	372	20	0	60

Strengths	Weaknesses
None	Wind
Item Drop	Location(s)
Silver Pendant (6%)	Hoffman Ruins

BRIGAND OGRE	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	180	36200	60200	3200	2815	50	0	720

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

BROWNIE	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	20	2000	500	10	310	2	0	100

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Lacuer City

BUGBEAR	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	14	600	130	90	170	5	0	50

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Pet Food (5%)	Forest of Symbols

CAVE STINGRAY	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	110	180000	23000	1850	2100	45	0	360

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

CLEAR GELATIN	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	70	80000	65000	6000	1600	900	0	420

Strengths	Weaknesses
Everything	None
Item Drop	Location(s)
Pixie Perfume (20%), Blackberries (47%)	Field of Love, Field of Wisdom

COCKATRICE	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	30	1200	1000	250	270	5	0	40

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Stone Cure (8%)	Lasgus Mountains, Lacuer Wilderness

COCKATRICE KING	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	180	29800	60000	5000	2800	85	0	730

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

COQUETTISH WHIP	LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
	32	1000	900	280	330	15	0	80

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Necklace (6%), Talisman (6%)	Southern Lacuer Wilderness, Sacred Grounds of Linga

**DARK CRUSADER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

57	10000	4500	1000	920	20	0	200
----	-------	------	------	-----	----	---	-----

Strengths	Weaknesses
Water	Light
Item Drop	Location(s)
Bloody Armor (5%)	Centropolis Wilderness, Field of Courage, Phynal Tower

**DARK WATER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

63	40000	6600	50	1500	5	0	424
----	-------	------	----	------	---	---	-----

Strengths	Weaknesses
Earth, Water	None
Item Drop	Location(s)
Gelatinous Slime (2%)	Minae Cave

**DARTH WIDOW**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

45	6700	3000	1000	650	50	0	120
----	------	------	------	-----	----	---	-----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Chaos Mail (6%)	Eluria Tower

**DEFENDER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

42	800	1820	410	590	10	0	500
----	-----	------	-----	-----	----	---	-----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Barrier Shield (4%)	Eli Wilderness, Eluria Tower

**DRAGON AXMAN**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

140	26550	30000	10	2700	85	0	560
-----	-------	-------	----	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**ENCHANTRESS**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

100	14500	15000	2000	2000	10	0	370
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
Earth, Water, Fire, Wind	None
Item Drop	Location(s)
None	Maze of Tribulations

**ELDER WITCHETTE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

45	800	2000	510	500	10	0	70
----	-----	------	-----	-----	----	---	----

Strengths	Weaknesses
Fire, Wind	None
Item Drop	Location(s)
Hermit's Cap (4%)	Eli Wilderness, Eluria Tower

**ERIKODUS**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

75	5500	9800	650	921	5	0	450
----	------	------	-----	-----	---	---	-----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
None	Phynal Tower

**FENRIR BEAST**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

60	25000	22000	1500	1000	60	0	320
----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
Water	Fire
Item Drop	Location(s)
Meteor Ring (6%), Rune Metal (7%)	Field of Courage

**FLYRAY**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

30	1000	800	150	325	10	0	120
----	------	-----	-----	-----	----	---	-----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Paralysis Cure (24%)	Lasgus Mountains, Lacuer Wilderness

**FROST LIZARD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

50	13000	13000	4000	580	25	0	240
----	-------	-------	------	-----	----	---	-----

Strengths	Weaknesses
Water	Fire
Item Drop	Location(s)
Aqua Ring (6%)	Eluria Tower

**FUDD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

25	850	280	147	280	5	0	100
----	-----	-----	-----	-----	---	---	-----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Gelatin Steak (2%)	Mountain Palace

**GARUDA EAGLE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

15	800	300	260	167	10	0	100
----	-----	-----	-----	-----	----	---	-----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Gold Earring (6%), Blueberries (7%)	Forest of Symbols

**GASTRIC SLUG**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

200	39000	105000	4260	3112	150	0	850
-----	-------	--------	------	------	-----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**GEREL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

19	600	380	120	220	10	0	100
----	-----	-----	-----	-----	----	---	-----

Strengths	Weaknesses
None	Earth
Item Drop	Location(s)
Antidote (8%)	Salva Mines

**GHARK**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

16	2000	10	300	10	10	0	0
----	------	----	-----	----	----	---	---

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Sacred Forest

**GHAST**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

60	20000	4800	50	780	30	0	320
----	-------	------	----	-----	----	---	-----

Strengths	Weaknesses
Water	Fire
Item Drop	Location(s)
Amulet of Freedom (6%), Paralysis Cure (10%)	Field of Might

**GIANT**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

116	29000	20000	3200	2200	60	0	450
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**GOATHEAD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

45	3000	1900	450	630	50	0	150
----	------	------	-----	-----	----	---	-----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Crystal (14%), Star Ruby (5%)	Eli Wilderness, Eluria Tower

**GREATER GOATHEAD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

142	29700	36600	4080	2620	10	0	550
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**GREEN GELATIN**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

17	460	160	130	250	40	0	80
----	-----	-----	-----	-----	----	---	----

Strengths	Weaknesses
Water	Fire
Item Drop	Location(s)
Gelatin Steak (4%), Damascus (2%)	Salva Mines

**GRIM STINGRAY**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

140	22000	30000	2250	2405	45	0	520
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**GRIM WING**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

101	30000	15000	1200	1900	45	0	390
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**HELL SAVANT**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

280	450000	600000	100000	4000	1550	800	920
-----	--------	--------	--------	------	------	-----	-----

Strengths	Weaknesses
Fire, Wind	None
Item Drop	Location(s)
None	Maze of Tribulations

**HELLHOUND**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

48	8300	2300	654	850	0	0	40
----	------	------	-----	-----	---	---	----

Strengths	Weaknesses
Fire	None
Item Drop	Location(s)
Fire Ring (4%), Conductor Baton (8%)	Centropolis Wilderness, Cave of Crimson Crystals

**HELLMASTER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

200	60000	180000	10	3100	850	0	890
-----	-------	--------	----	------	-----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**HOUND**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

23	750	310	130	286	0	0	0
----	-----	-----	-----	-----	---	---	---

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Steak (6%)	Mountain Palace

**HOURLASS**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

40	3000	2200	450	405	70	0	110
----	------	------	-----	-----	----	---	-----

Strengths	Weaknesses
None	Water, Fire
Item Drop	Location(s)
Faerie Elixir (25%), Damascus (29%)	West of Lasgus Mountains

**HUNTER SLIME**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

110	20000	10000	3000	2100	30	0	380
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**INSANE LORD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

60	8000	4950	1200	960	20	0	300
----	------	------	------	-----	----	---	-----

Strengths	Weaknesses
Dark	Light
Item Drop	Location(s)
Chaos Mail (7%), Bloody Helmet (5%)	Field of Might

**JABBERWABBIT**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

130	37000	31000	4000	2150	10	0	400
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**JOYPAD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

55	8000	3100	550	880	5	0	320
----	------	------	-----	-----	---	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Field of Love, Field of Wisdom

**KILLER APE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

170	35000	52000	4200	2820	50	0	700
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**KILLER RABBIT**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

35	2000	1600	260	420	80	0	250
----	------	------	-----	-----	----	---	-----

Strengths	Weaknesses
None	Wind
Item Drop	Location(s)
Rabbit Risotto (6%)	Southern Lacuer Wilderness, Sacred Grounds of Linga

**KOBOLD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

5	65	15	30	58	1	0	5
---	----	----	----	----	---	---	---

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Rose Hip (6%)	Salva Mines

**KOBOLD KING**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

28	800	600	150	300	10	0	70
----	-----	-----	-----	-----	----	---	----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Steak (6%), Filet Mignon (4%)	Lasgus Mountains

**LADY CHIMERA**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

140	27500	36000	4000	2500	40	0	540
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**LANDWORM**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

6	200	35	40	95	8	0	10
---	-----	----	----	----	---	---	----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Antidote (6%)	Krosse Wilderness, Krosse Cave

**LESSER DEVIL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

118	21200	27000	2450	1900	50	0	320
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**LIFE PLAYER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

195	48500	67000	4000	3200	85	0	770
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**LIVING ARMOR**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

100	11800	12000	910	1950	10	0	10000
-----	-------	-------	-----	------	----	---	-------

Strengths	Weaknesses
Everything	None
Item Drop	Location(s)
None	Maze of Tribulations

**LIZARD AXMAN**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

3	60	10	18	56	0	0	10
---	----	----	----	----	---	---	----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Blueberries (6%), Necklace (4%)	Arlia and Krosse Wilderness, Salva Mines

**MAGIC DEFENDER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

55	3000	3300	10	1000	10	0	10000
----	------	------	----	------	----	---	-------

Strengths	Weaknesses
Everything	None
Item Drop	Location(s)
Mithril Shield (4%), Silver (6%)	Field of Love

**MAGUS**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

160	17510	48000	6200	2000	10	0	670
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
Light, Dark	None
Item Drop	Location(s)
None	Maze of Tribulations

**MANDRAKE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

35	800	880	280	360	10	0	150
----	-----	-----	-----	-----	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Mandrake (6%), Wolfsbane (6%)	Northern and Southern Lacuer Wilderness, Sacred Grounds of Linga

**MANIC GUNNER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

190	48500	67000	4834	2900	85	0	800
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**MASTER WIZARD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

80	35000	13000	2200	1300	20	600	400
----	-------	-------	------	------	----	-----	-----

Strengths	Weaknesses
Water, Fire, Wind, Dark	Nothing
Item Drop	Location(s)
Faerie Ring (6%), Silver Earring (7%)	Field of Love, Phynal Tower

**MEDUSA LIZARD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

78	38000	74000	4600	1450	460	0	430
----	-------	-------	------	------	-----	---	-----

Strengths	Weaknesses
Earth, Water, Fire	None
Item Drop	Location(s)
Sylvan Mail (2%)	Phynal Tower

**METAL SCUM**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

1	300	131070	10000	1500	10000	0	770
---	-----	--------	-------	------	-------	---	-----

Strengths	Weaknesses
Everything	None
Item Drop	Location(s)
None	Maze of Tribulations

**MIGHTY APE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

146	30000	35200	2955	2220	50	0	500
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**MIND PLAYER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

15	66500	120000	2000	2420	45	0	740
----	-------	--------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**MIRRE 64**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

80	18000	9900	2000	1520	50	0	360
----	-------	------	------	------	----	---	-----

Strengths	Weaknesses
None	Wind
Item Drop	Location(s)
Resurrection Mist (6%)	Phynal Tower

**MIRRE 128**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

190	59000	70000	6000	3400	45	0	800
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
None	Maze of Tribulations

**NIQUIA HG**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

13	1300	1000	50	110	5	0	250
----	------	------	----	-----	---	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Magic Camera (12%)	Field of Love

**NIQUIA LM**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

13	2300	2000	50	110	5	0	250
----	------	------	----	-----	---	---	-----

Strengths	Weaknesses
Earth, Water, Fire, Wind	None
Item Drop	Location(s)
Magic Camera (12%)	Phynal Tower

**OGRE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

30	4200	1000	850	350	10	0	120
----	------	------	-----	-----	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Lacuer City

**OOZE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

33	2300	850	350	390	5	0	100
----	------	-----	-----	-----	---	---	-----

Strengths	Weaknesses
Earth, Water	None
Item Drop	Location(s)
Ooze Cocktail (2%)	Sacred Grounds of Linga

**ORANGE BALLOON**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

55	6000	4800	600	120	0	0	120
----	------	------	-----	-----	---	---	-----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Blackberries (3%)	Minae Cave

**ORANGE GELATIN**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

55	3000	4000	900	800	0	0	120
----	------	------	-----	-----	---	---	-----

Strengths	Weaknesses
Water	Fire
Item Drop	Location(s)
Blackberry (59%)	Eluria Tower

**OTIPH**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

58	8000	3650	800	880	20	0	170
----	------	------	-----	-----	----	---	-----

Strengths	Weaknesses
Water	Earth
Item Drop	Location(s)
Amulet of Antivenin (4%), Antidote (9%)	Centropolis Wilderness, Field of Courage

**PERYTON**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

51	12500	2800	50	745	30	0	120
----	-------	------	----	-----	----	---	-----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Prism Ring (4%), Meteorite (4%)	Cave of Crimson Crystals

**PETRI GEREL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

26	656	600	360	290	0	0	100
----	-----	-----	-----	-----	---	---	-----

Strengths	Weaknesses
None	Earth
Item Drop	Location(s)
Stone Cure (8%)	Mountain Palace, Lacuer Wilderness

**PHANTOM AXMAN**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

110	23500	20000	1500	2100	55	0	420
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**PHANTOM DEVIL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

170	27800	60000	6100	2800	50	0	660
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**PHANTOM GOATHEAD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

120	24600	27000	3500	2000	50	20000	440
-----	-------	-------	------	------	----	-------	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**PHANTOM KNIGHT**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

100	23000	11000	1200	1900	50	0	380
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
Fire, Dark	None
Item Drop	Location(s)
None	Maze of Tribulations

**PHANTOM MAGE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

200	45000	80000	10000	3560	50	0	700
-----	-------	-------	-------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**PHANTOM MOLLUSK**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

180	28000	62500	5000	2800	150	0	720
-----	-------	-------	------	------	-----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**PHANTOM PHOENIX**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

96	100000	160000	30000	1420	350	0	550
----	--------	--------	-------	------	-----	---	-----

Strengths	Weaknesses
Fire, Wind	None
Item Drop	Location(s)
Eagle's Shawl (4%)	Phynal Tower

**PROTECTOR**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

37	200	1000	410	350	10	0	400
----	-----	------	-----	-----	----	---	-----

Strengths	Weaknesses
Water, Fire, Wind	None
Item Drop	Location(s)
Fine Shield (3%), Orichalcum (4%)	Hoffman Ruins

**QUIDONYA**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

76	14700	8500	1020	1220	0	0	350
----	-------	------	------	------	---	---	-----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Green Beryl (8%)	Phynal Tower

**RED BALLOON**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

48	4000	2400	1040	60	10	0	100
----	------	------	------	----	----	---	-----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Blackberries (5%), Magic Canvas (7%)	Centropolis Wilderness, Cave of Crimson Crystals

**RIKKE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

53	10000	3900	800	820	0	0	160
----	-------	------	-----	-----	---	---	-----

Strengths	Weaknesses
Water	None
Item Drop	Location(s)
Thunder Ring (3%), Daze Bomb (34%)	Field of Courage

**RIKKI**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

55	10000	3500	850	820	30	0	160
----	-------	------	-----	-----	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Thunder Ring (3%)	Centropolis Wilderness, Field of Love

**RIVER SLUG**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

76	5200	12000	50	1280	0	0	80
----	------	-------	----	------	---	---	----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Sapphire (8%)	Phynal Tower

**ROBBER AXMAN**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

12	400	130	105	156	12	0	60
----	-----	-----	-----	-----	----	---	----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Antidote (8%)	Krosse Wilderness, Forest of Symbols

**ROBINETTE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

160	18200	30000	1024	2620	50	0	620
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**ROBINETTE CAPTAIN**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

180	22000	50000	3500	2700	50	0	700
-----	-------	-------	------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**ROCK DEMON**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

250	550000	950000	50000	8500	1550	0	900
-----	--------	--------	-------	------	------	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**SALAMANDER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

40	5000	6000	2000	461	60	0	240
----	------	------	------	-----	----	---	-----

Strengths	Weaknesses
Fire	Water
Item Drop	Location(s)
Sacrificial Doll (5%)	Northern Lacuer Wilderness, Hoffman Ruins

**SANDGLASS**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

20	780	400	260	250	0	0	170
----	-----	-----	-----	-----	---	---	-----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Faerie Elixir (5%)	Salva Mines, Mountain Palace

**SANDWORM**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

18	3000	1000	1000	160	10	0	120
----	------	------	------	-----	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Orichalcum (24%), Damascus (30%)	West of Lasgus Mountains

**SAVANT**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

28	850	580	130	310	2	0	100
----	-----	-----	-----	-----	---	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Walloon Sword (6%)	Lasgus Mountains, Lacuer Wilderness, Lacuer City

**SCYLLA**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

20	880	520	337	260	10	0	80
----	-----	-----	-----	-----	----	---	----

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Oil of Paralysis (6%)	Salva Mines

**SHADOW FLOWER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

18	3000	1000	1000	160	10	0	120
----	------	------	------	-----	----	---	-----

Strengths
None

Weaknesses
None

Item Drop
Mandrake (24%), Artemis Leaf (36%)

Location(s)
West of Lasgus Mountains

**SHIELDER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

20	1400	410	800	350	10	0	70
----	------	-----	-----	-----	----	---	----

Strengths
None

Weaknesses
None

Item Drop
None

Location(s)
Forest of Symbols, Lacuer City

**SHOCKRAY**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

50	4000	2600	660	720	20	0	80
----	------	------	-----	-----	----	---	----

Strengths
None

Weaknesses
Fire

Item Drop
Fountain Pen (10%), Paralysis Cure (11%)

Location(s)
Centropolis Wilderness, Cave of Crimson Crystals

**SLIME**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

9	200	45	40	95	6	0	60
---	-----	----	----	----	---	---	----

Strengths
None

Weaknesses
Light

Item Drop
Slime Gelatin (2%)

Location(s)
Krosse Wilderness, Krosse Cave

**SLIME POOL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

23	1600	420	134	286	20	0	60
----	------	-----	-----	-----	----	---	----

Strengths
Earth, Water

Weaknesses
None

Item Drop
Gelatinous Slime (2%)

Location(s)
Mountain Palace, Lasgus Mountains, Lacuer Wilderness

**SORCERESS**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

29	500	590	200	280	10	0	70
----	-----	-----	-----	-----	----	---	----

Strengths
Fire, Wind

Weaknesses
None

Item Drop
Ruby (8%), Flare Ring (4%)

Location(s)
Lasgus Mountains, Lacuer Wilderness

**SOUL MASTER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

250	50000	200000	10	4000	2	500	750
-----	-------	--------	----	------	---	-----	-----

Strengths
None

Weaknesses
None

Item Drop
None

Location(s)
Maze of Tribulations

**STAR PROTECTOR**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

170	28650	50000	3500	2700	10	0	10000
-----	-------	-------	------	------	----	---	-------

Strengths
Everything

Weaknesses
None

Item Drop
None

Location(s)
Maze of Tribulations

**STINGRAY**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

15	588	150	250	166	2	0	60
----	-----	-----	-----	-----	---	---	----

Strengths
None

Weaknesses
Fire

Item Drop
Paralysis Cure (6%)

Location(s)
Forest of Symbols

**STONE STATUE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

30	2200	200	50	420	0	0	120
----	------	-----	----	-----	---	---	-----

Strengths
Dark

Weaknesses
Light

Item Drop
None

Location(s)
Lacuer Front Line Base, Eluria Tower

**SUCCUBUS**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

90	21000	3000	2800	1560	2	12000	300
----	-------	------	------	------	---	-------	-----

Strengths
None

Weaknesses
None

Item Drop
None

Location(s)
Phynal Tower

**TAKIKODUS**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

75	25500	9000	50	1000	5	0	450
----	-------	------	----	------	---	---	-----

Strengths
Water, Air, Light

Weaknesses
None

Item Drop
Stone Cure (4%)

Location(s)
Phynal Tower

**THIEVING SCUM**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

1	3	6	10	48	0	0	10
---	---	---	----	----	---	---	----

Strengths
None

Weaknesses
None

Item Drop
Spectacles (6%), Ugly Accessory (7%)

Location(s)
Arlia and Krosse Wilderness, Salva Mines, Mountain Palace, Maze of Tribulations

**TIMEKEEPER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

42	3500	1800	480	635	5	0	80
----	------	------	-----	-----	---	---	----

Strengths
None

Weaknesses
Fire

Item Drop
Faerie Elixir (4%)

Location(s)
Ell Wilderness, Eluria Tower

**TROLL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

27	2700	800	50	350	0	0	80
----	------	-----	----	-----	---	---	----

Strengths
None

Weaknesses
Fire

Item Drop
None

Location(s)
Lacuer City

**ULTIMATE AVENGER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

160	26500	48000	3800	2650	100	0	660
-----	-------	-------	------	------	-----	---	-----

Strengths
None

Weaknesses
None

Item Drop
None

Location(s)
Maze of Tribulations

**VILE HOUND**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

170	28200	51000	1800	2780	5	0	670
-----	-------	-------	------	------	---	---	-----

Strengths
None

Weaknesses
None

Item Drop
None

Location(s)
Maze of Tribulations

**VORPALL BUNNY**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

4	120	16	25	69	0	0	10
---	-----	----	----	----	---	---	----

Strengths
None

Weaknesses
Wind

Item Drop
Rabbit Risotto (6%)

Location(s)
Salva Mines

**WEREWOLF**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

18	750	270	130	220	6	0	60
----	-----	-----	-----	-----	---	---	----

Strengths
None

Weaknesses
Wind

Item Drop
Antidote (6%)

Location(s)
Salva Mines

**WHELP**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

5	60	4000	1200	450	0	0	228
---	----	------	------	-----	---	---	-----

Strengths
Everything

Weaknesses
None

Item Drop
Lavish Idol (12%), Sacrificial Doll (69%)

Location(s)
Hoffman Ruins

**WITCHETTE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

14	20	150	120	70	0	0	30
----	----	-----	-----	----	---	---	----

Strengths
Fire, Wind

Weaknesses
None

Item Drop
Star Earring (1%)

Location(s)
Krosse Wilderness, Forest of Symbols, Salva Mines

**WIZARD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

60	20000	4600	2000	900	20	600	180
----	-------	------	------	-----	----	-----	-----

Strengths
Earth, Water, Fire, Air

Weaknesses
None

Item Drop
Rune Buckler (6%), Mithril (18%)

Location(s)
Centropolis Wilderness, Field of Wisdom

**WOLFHEAD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

33	600	840	200	340	25	0	100
----	-----	-----	-----	-----	----	---	-----

Strengths
None

Weaknesses
Wind

Item Drop
Silver Pendant (4%)

Location(s)
Southern Lacuer Wilderness, Sacred Grounds of Linga

**YETI**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

60	20000	6500	18000	120	100	0	80
----	-------	------	-------	-----	-----	---	----

Strengths
None

Weaknesses
Fire

Item Drop
Star Ruby (47%), Rainbow Diamond (53%)

Location(s)
Field of Might

BOSSSES



ALLEN

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
18	400	150	500	40	0	0	0

Strengths	Weaknesses
Dark	Light
Item Drop	Location(s)
None	Salva Mines



ARACHNOVIA

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
55	40000	39000	26000	1080	80	0	299

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Steel Armor (39%), Sacrificial Doll (61%)	Cave of Crimson Crystals



AZAM GILLE

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
15	2000	200	550	50	0	0	0

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Forest of Symbols



BARCHIAN

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
80	150000	59800	55000	4000	650	0	250

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Mithril (100%)	Minae Cave



BLOOD GERAL

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
120	60000	25000	20000	2300	10	0	480

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations



CAMAEL

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
68	45500	19000	22000	900	700	0	10

Strengths	Weaknesses
None	Earth, Fire, Dark
Item Drop	Location(s)
Sacrificial Doll (100%)	Phynal Tower



GYNNE

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
60	21000	45000	52000	900	200	0	250

Strengths	Weaknesses
Everything	None
Item Drop	Location(s)
Emerald Ring (100%)	Lacuer Front Line Base, The High Seas, Eluria Tower



DARK ENCHANTRESS

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
110	160000	350000	20000	2500	50	1500	460

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations



DIAS

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
35	4000	20000	60000	460	300	0	200

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Lacuer City



DRAGON TYRANT

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
300	550000	1800000	1200000	3800	800	0	950

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations



DREAMCASTER

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
130	35000	60000	30000	2305	5	0	500

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Magic Gumdrops (31%)	Maze of Tribulations



ELYSIAN SLUG

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
180	450000	300000	42000	3000	400	0	850

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations



FIRE LIZARD

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
30	5000	4000	8000	410	25	0	160

Strengths	Weaknesses
Fire	Water
Item Drop	Location(s)
Ring of Fusion (100%)	Mountain Palace



FORCE BOX

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
16	30000	200	50	120	700	0	380

Strengths	Weaknesses
Fire	None
Item Drop	Location(s)
Cinderella Glass (100%)	Field of Wisdom



GABRIEL

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
160	500000	600000	90000	1900	300	2500	350

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Phynal Tower



GABRIEL (UNLIMITED)

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
240	1500000	4900000	60000	3400	1500	5000	900

Strengths	Weaknesses
All except Light	None
Item Drop	Location(s)
None	Phynal Tower



GABRIELLA CELESTA

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
255	1000000	2200000	80000	5000	1500	14000	880

Strengths	Weaknesses
Light	None
Item Drop	Location(s)
Holy Sword Farewell (100%)	Maze of Tribulations



GARGOYLE

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
18	1500	500	850	105	0	0	120

Strengths	Weaknesses
Dark	Light
Item Drop	Location(s)
Sacrificial Doll (55%)	Krosse Cave



GEO GUARDIAN

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
200	400000	300000	100000	4500	1100	0	900

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Cinderella Glass (100%)	Field of Wisdom



GUARD BOX

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
16	30000	200	50	120	700	0	380

Strengths	Weaknesses
None	Fire
Item Drop	Location(s)
Cinderella Glass (100%)	Field of Wisdom



GUARDIAN

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
70	130000	150000	64000	1500	650	0	400

Strengths	Weaknesses
Earth, Water, Fire	Dark
Item Drop	Location(s)
Ring of Absorption (100%)	Field of Might, Field of Courage



GHOST

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
48	8200	5200	8500	420	0	0	150

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
None	Hoffman Ruins



HALFYNX

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
40	36700	20000	5000	600	50	0	200

Strengths	Weaknesses
Fire, Wind	Light, Dark
Item Drop	Location(s)
Star Ruby (100%)	Hoffman Ruins



HANUEL

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
95	140000	60000	20000	1650	350	4500	440

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Phynal Tower



ISERIA QUEEN

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
500	3300000	4000000	50000	5800	1500	10000	1000

Strengths	Weaknesses
Dark	None
Item Drop	Location(s)
Demon Sword Levantine (11%), Archangel's Bracelet (50%)	Summoned using the Silver Trumpet



JOPHIEL

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
75	160000	83000	54000	1600	550	0	420

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Velvet Tear (100%)	Fun City, Phynal Tower

**LAVARRE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

75	60000	40000	34000	1100	0	0	320
----	-------	-------	-------	------	---	---	-----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
None	Field of Love

**LUCIFER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

140	300000	460000	80000	2300	600	600	460
-----	--------	--------	-------	------	-----	-----	-----

Strengths	Weaknesses
All except Fire	None
Item Drop	Location(s)
None	Phynal Tower

**MAGIC BOX**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

16	30000	200	50	120	700	0	380
----	-------	-----	----	-----	-----	---	-----

Strengths	Weaknesses
Fire	None
Item Drop	Location(s)
Resurrection Mist (100%)	Field of Wisdom

**MAGIC HAND**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

65	60000	80000	82000	1100	50	0	100
----	-------	-------	-------	------	----	---	-----

Strengths	Weaknesses
Earth, Water, Fire	None
Item Drop	Location(s)
Gauntlet of Air (100%)	Field of Wisdom

**METATRON**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

77	170000	99000	58000	1800	550	0	420
----	--------	-------	-------	------	-----	---	-----

Strengths	Weaknesses
All except Dark	None
Item Drop	Location(s)
Potion of Merlin (100%)	Eluria Tower, Fun City

**MICHAEL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

120	180000	125000	45000	1650	400	7000	440
-----	--------	--------	-------	------	-----	------	-----

Strengths	Weaknesses
All except Water	Water
Item Drop	Location(s)
Faerie Tear (100%)	Phynal Tower

**MIRRE 32**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

140	190000	400000	50000	3500	300	0	560
-----	--------	--------	-------	------	-----	---	-----

Strengths	Weaknesses
Everything	None
Item Drop	Location(s)
None	Maze of Tribulations

**MITHRIL EATER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

170	600000	242000	60000	8500	850	0	900
-----	--------	--------	-------	------	-----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**NIGHTMARE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

30	9000	4000	2200	500	20	10	200
----	------	------	------	-----	----	----	-----

Strengths	Weaknesses
Dark	None
Item Drop	Location(s)
Ring of Healing (100%)	Mountain Palace

**PHANTOM SALAMANDER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

99	811200	165252	52000	2600	10000	0	820
----	--------	--------	-------	------	-------	---	-----

Strengths	Weaknesses
Everything	None
Item Drop	Location(s)
None	Maze of Tribulations

**PHOENIX**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

220	350000	1000000	500000	3250	50	10000	830
-----	--------	---------	--------	------	----	-------	-----

Strengths	Weaknesses
Fire, Wind	None
Item Drop	Location(s)
None	Maze of Tribulations

**PSYNARD**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

70	43000	80000	20000	800	100	0	300
----	-------	-------	-------	-----	-----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Mind Ring (100%)	North City

**RAPHAEL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

77	85200	25000	36000	1300	50	0	290
----	-------	-------	-------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Sacrificial Doll (100%)	Phynal Tower

**SNOW OGRE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

18	3000	1000	1000	160	10	0	120
----	------	------	------	-----	----	---	-----

Strengths	Weaknesses
Dark	Fire, Light
Item Drop	Location(s)
Talisman (100%)	Forest of Symbols

**SORCERER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

300	700000	1000000	300000	5500	1500	16000	900
-----	--------	---------	--------	------	------	-------	-----

Strengths	Weaknesses
Earth, Fire	None
Item Drop	Location(s)
None	Maze of Tribulations

**SUNBREAKER**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

75	30000	7600	2020	1100	100	1000	400
----	-------	------	------	------	-----	------	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Moon Tiara (4%)	Field of Love, Minae Cave

**THIEVING SCUM LV99**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

160	40000	200000	20000	2600	10	0	690
-----	-------	--------	-------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
None	Maze of Tribulations

**VISSEYAS**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

40	10000	4200	7000	500	100	0	80
----	-------	------	------	-----	-----	---	----

Strengths	Weaknesses
None	Light
Item Drop	Location(s)
Orichalcum (47%), Damascus (53%)	Sacred Grounds of Linga

**ZADKIEL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

72	105800	28000	12000	1200	50	0	300
----	--------	-------	-------	------	----	---	-----

Strengths	Weaknesses
None	None
Item Drop	Location(s)
Sacrificial Doll (100%)	Phynal Tower

**ZAPHKIEL**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

70	150000	72000	50000	1800	600	0	400
----	--------	-------	-------	------	-----	---	-----

Strengths	Weaknesses
Earth, Fire, Dark	None
Item Drop	Location(s)
None	Phynal Tower, Fun City

**ZINAE**

LVL	HP	EXP	FOL	ATK	DEF	MAG	AVD
-----	----	-----	-----	-----	-----	-----	-----

35	20000	8300	3200	320	0	0	100
----	-------	------	------	-----	---	---	-----

Strengths	Weaknesses
Fire, Wind	None
Item Drop	Location(s)
Lunar Talisman (50%), Lunar Charm (50%)	Lasgus Mountains

©2008 SQUARE-ENIX CO., LTD. ©1996, 1998, 2007, 2009 SQUARE ENIX CO., LTD. All Rights Reserved. Original version developed by tri-Ace Inc. SECOND EVOLUTION, the SECOND EVOLUTION logo, STAR OCEAN, the STAR OCEAN LOGO, SQUARE ENIX and the SQUARE ENIX logo are trademarks or registered trademarks of Square Enix Co., Ltd.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN: 978-0-7440-1094-7

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09 4 3 2 1

Printed in the USA.



Official Strategy Guide

Written by Dan Birlew and Michael Lummis

BRADYGAMES STAFF

Publisher
David Waybright

Editor-In-Chief
H. Leigh Davis

Licensing Director
Mike Degler

Marketing Director
Debby Neubauer

International Translations
Brian Saliba

CREDITS

Title Manager
Tim Cox

Screenshot Editor
Michael Owen

Book Designer
Colin King

Production Designer
Bob Klunder

S.D. 366. THE GEARS OF THE UNIVERSE CONTINUE TO TURN...

A young man, Claude C. Kenny, is transported by accident to an uncharted world. A young girl, Rena Lanford, is shaken by several disasters hitting her world and the arrival of a strange meteorite. What twist of fate has brought these two together?



WALKTHROUGH & BOSS FIGHTS

Detailed strategy to lead players through every area in the game. Important items, pickpocket locations, and Private Actions illustrated on area maps. Game-tested strategies to defeat every boss.

COMPREHENSIVE BESTIARY

Each foe's strengths and weaknesses revealed. Plus, a statistical breakdown of Hit Points, EXP, FOL, and much more!

CHARACTER BREAKDOWNS

Learn what it takes to recruit every character! Complete coverage of all Talents, Skills, Specialties, and Super Specialties in the game. Learn how to develop your characters to create superior items and other equipment.

EVERY EXTRA QUEST

Coverage of Ruddle the Traveler, the Fun City Bunny Race, the VR Expel, and much more!

ALL PRIVATE ACTIONS

Discover the appropriate responses to every PA in the game. The PAs help to determine the game's ending, so find them all!



SQUARE ENIX

www.bradygames.com

www.square-enix.com

\$17.99 USA/\$20.99 CAN/£11.99 Net UK

©1998, 2008, 2009 SQUARE ENIX CO., LTD. All Rights Reserved. Original version developed by tri-Ace Inc. SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd. SECOND EVOLUTION and STAR OCEAN are registered trademarks or trademarks of Square Enix Co., Ltd.

ISBN-13: 978-074401094-7
ISBN-10: 074401094-2

